



## **Full Length Article**

# **Impact of games in social growth of preschool children in Ahvazis the 2013 to 2014**

**Elnaz Bakhshi<sup>1</sup>, Zahra Jafari<sup>1</sup>, Marziye Dehghani<sup>2</sup>**

<sup>1</sup> Department of Educational Research, University of Tehran, Tehran, Iran

<sup>2</sup> Faculty of Psychology and Education University of Tehran, Iran

### **ABSTRACT**

*The main objective of this study play a role in the social development of preschool children, preschool teacher in Ahvazis an 93-92 school year. In this study of 231 kindergartens through stratified random sampling, 40 kindergartens selected for sampling and survey to 200. Considering that, in this project, we conducted research aimed at explaining the situation described is arealand regular, or in other words, our goal is access to objective results, so we use the descriptive research method. In this way, collect and review feedback kindergarten teachers' play a role in the development of social skills and approaches for achieving this goal is the use of questionnaires. Results showed that teachers in kindergartento 12 questions related to the 4 assumption questionnaire to below-medium- high and very high, setting the two indices is high and too many choices, and we cannot judge the game on the social development of children is involved. It is suggested that educators play a role in the social development of preschool children over the previous note and a variety of games and toys in the nursery use. To understand more about the game world when their children must be observed. These games help children to their extra power drain, they solve their emotional problems, satisfy their desires provide reasons and for good mental and physical aspects of living in a social environment will be ready for the Parents which is in its ability to provide the necessary facilities for children and staff to play Preschool and Primary Centers should also not spared no effort in this area. The purpose of collecting this material readers to raise awareness about the nature of the game, explain the value and importance of social development and respect for all parents and families play in governing the values of play.*

Keywords: role playing, social development, role-playing

Received 17.03.2014

Revised 18.05.2014

Accepted 22.06. 2014

### **INTRODUCTION**

A game causes children to moderate their behavior proper relationship with others in the cooperative learning group activities. Mean while right places, to give others a right to be. Preschool and Primary Games period will be a good help to achieve these goals. Future lives of children in the community are also largely dependent on the type of the associated activities [8]. The main motivation of this study was the lack of attention to the children's parents in childhood. Play one of the main activities during the preschool is greatly important because children learn through play and experience this Course only pay. children learn how make communicate with others and solve the social problems by playing Peter said" a promising step, this is your game Paperwork ever looking at it, we've placed a note, not evaluate, but generally it will be examined in relation to social life." Play gives your child the opportunity to control and gradually move towards growth and development. It can play a valuable role in education must be addressed almost everything. In the group stage-the child learns the way of life with others. And in this way, a sense of cooperation and respect for others and how to respect the laws and regulations that growth itself teaches obedience. This is how we can solve the problems of pre-school children through their presence, and they play in society must intervene and the belief among educators that did not make the play as a way of killing time looked more than these is the need to review. Piazhe"game is a way to access the outside world it in a way that would conform with the current state of individual, Therefore, the social problems of children to the game they seem to lack important features that have been neglected [2]. Children constantly educate children bad thing school, positive or negative, constructive or destructive, the adult learns all their games quickly and seamlessly transfers. Thus, in addition to matches, continuously, in Education, Working families and educators, is that the matter should pay more

attention next time and, the sieve of reason and wisdom, all that is evil and destructive and negative, separation and discard and what constructive Efficient positive and good, better quality and greater quantity of the games, children are expected to be transferred to them with the same quality and quantity, rather than superior, to pass on to other children [1]. The development process is often due to the inability of adults to understand children's problems or to respond effectively to communicate. The communication gap is deepened when adults insist that their verbal children (adults) use to accept. Word games for children as for adults. The game is an instrument for the expression of emotions-relationships-describing experiences and self-revealing dreams. Play the child's attempt to cope with the environment through which it finds itself and the world understands. Despite the lack of problems in the developing world has led this game, especially on children, causing no compassion or low to be considered.

The game may be the training of basic concepts to children. The game may be free from self-centeredness of the child's life and teach him a way to forget their failures and frustrations of his day. Review of these matters and a variety of children's games and what games and sports games and activities that adults have done, shows the wide spread importance and necessity of this diverse behavior[4].

We played under the following four headings. 1-emphasis on biological aspects 2-Emphasis on individual 3-emphasis on living space, 4 -emphasis on the social aspects

Of course we do not claim that the context of a comprehensive or detailed classification definitions are included in the game because the game is defined in terms of focus differ.

Levine called the second and third categories are divided. The second scheme is a system of definitions of stress within the individual systems, and also includes consideration of the ways in which these tensions can be found in the game, in other words, an emphasis on the inner aspect of the person. Play with emphasis on biological EGP: number of game theorists believed that it must examine in the context of biological evolution. Herbert Spencer was the first to be tried in this case. He stated that the animals are at the top of the evolutionary chain, all spend their time and energy to find food does not utilize excess energy in other activities. This theory does not help us understand the choices and actions play ed any games in the scope of practice is limited to the same trust in the old sense of the expression that "the stable the game of a localized, mental forces of bio the training game supplies only to the be." The game between animals and humans have in common is high and will only speak to the fact that children are energetic and have no other work except to spend their time games [13]. Emphasis on individual game: The game begins when the children are when they learn how to use words and ideas are linked. This game is probably the result of the child's motivation to their capacity to work and to train, These children are the adults who want to redefine a story or play or do not bother to repeat until they are completely finished and Rehabilitation energy may not work. When a child is defined as a beautiful story, he is rather interested to hear a new story, insisting that it can repeat several times. None of this is contradictory with the pleasure principle, the experience itself clearly again a source of pleasure [7].

Play with emphasis on living space: Erickson says the lot is in this case. "Game in my opinion speaking in avague attempt to harmonize the performance of their physical and social process that is apart of." Playful preschool-age debutto the world that share is wide. Others first child as an object does so they are theriver and the searched the them uses. It is necessary to understand and discover what piece of content can potentially play a fantasy game or the space is, And what part can be successful only in a small world toys and objects can be expressed either in part or share is forcefully imposed on them.

Emphasis on the social aspect of the game: the game of verbal patterns are time-dependent variables are the aspects of culture and expression mechanisms or strategic games, especially in the form of projection patterns of social interaction, have the social implications are associated with random games that patterns of interaction with the super natural should be associated with the views expressed and possibly beyond games with physical skill sare relevant to some aspect of the natural environment[3].

The methods and results of the game and its effects:

Physical games from the oldest form of the game, a special tool is needed, both individually and as a group is done. Extra body for energy and survival of bored, restless and aggressive behaviors associated with anger is helpful to reduce child.

Dramatic play: children imitate adults the costumes and accessories they also have special uses, such as small boy wearing his father's suit and glasses, heeyedora girl as wearing the parents was heels trouble walking.

Educational Games: The most important learning tool for children, play equipment is suitable for use as wood cubes that children can sort and categorize them with a fundamental but simple and easy math to become familiar. Toys mall house to acquaint children with the realities of life, can be used. Enhances the senses and mental faculties and social development of educational games for children are provided that we manage to control the direction and path of the original game and it is a child of her own determine.

Stunt Kids: Sweet covered a large impact on the health and happiness of children is seen performing a stunt, children not only gain valuable results in the fitness community, but also to prepare a grows. Note that this activity should consider the skills and abilities of the public have children

Jump back: Tell the child to stand up and try to jump as far as you can towards the back can also be used hand to skip much of the force[2].

Factors influencing the game: Children have different potentials according to their own characteristics, different gaming experience. Factors that are involved in the selection of children's games include: individual differences, levels of health, physical growth and motor level, IQ, gender, creativity, culture, family, geographical locations, and the impact of gender, environment impact on the game, and also the effect of intelligence factors such as age, playmates, toys, food, and encourage parents, children playing time and freedom of action in the game include[5].

George. Etching. Poker tells University of Northern Colorado. Avery common and ancient beliefs, physical activity, children jokes glancing. Annie thinks that little to no growth, social development and various aspects. However, many believe that physical activity, especially playing practices ports suitable environment for the acquisition of cultural values, attitudes, positive demographic and behaviors provides and what the way is learned to other aspects of life can be transmitted.

Part of Piaget's research on cognitive development in children have been conducted in the years 1962-1965, which of course, as we know, is part of the social development of children's cognitive development form. Piaget in his research is the analysis of play behavior.

The Vigutesgi (1978,1977) is playing a significant impact growth, the impact on both cognitive and emotional development - social. One reason for the growing importance of the game, apart from the actions and objects of thought, bolstering the symbolic function of mental preparation. Toys that children play, they seem to represent their social and cultural situations, so that in the game, children learn the tools and concepts are associated with their culture[9].

According to Taguchi underlines(1994), the game can be seen in all societies at all times children spend their play. The game is a common phenomenon, while the Rvpnaryn and Johnson(1994) , although playing in all societies that have been studied in children has been observed, there are different cultures. Each culture has a different way of playing the game can be considered as a cultural effect[17].

## MATERIALS AND METHODS

Considering that, in this project, we conducted research aimed at explaining the circumstances described a subject or in other words, our goal is access to objective results, sowed use the descriptive research method. In this way, collect and review feedback kindergarten teachers play a role in the development of social skills and we use Questionnaire for this aim.

The statistical sample: Ahwaz231kindergartens in the4thdistrictistherandom sampling method class, we use a total of 40nurseriesforsampleselectionandprojectthemselvesonto the educators employed by chemists to be implemented to bring the data collected through a questionnaire survey of 200 people, so we are.

Data collection: The study of a self-made questionnaire and scale calibration standard containing 30 questions, five-option plan Likers-type to collect data is used in the questionnaire of 12 questions on four assumptions are included and hypothesis 3 is each question.

Analysis of Hypothesis(1): character training games affect social development in preschool children.

Question 1-the emotional character of the kindergarten teachers in the group stage has an effect on a child's confidence.

Question 2-the emotional character of the kindergarten teachers will affect the spirit of the individual games.

Question 3-the emotional character of a kindergarten teacher on the interest rates can impact children in public

Number of questions	Low	Average	MAny	Very Much	SUM
1	30	35	57	78	200
2	32	41	62	65	200
3	30	44	59	67	200
$\sum xi$	92	120	178	210	600
X	15	20	30	35	100
%p	15	20	30	35	100

According to Table 1-2-3 Questions and high frequency of both high and very high average level indicator can be derived, 65% of kindergarten teachers have many options and too many have chosen in H1, so H1 is proved.

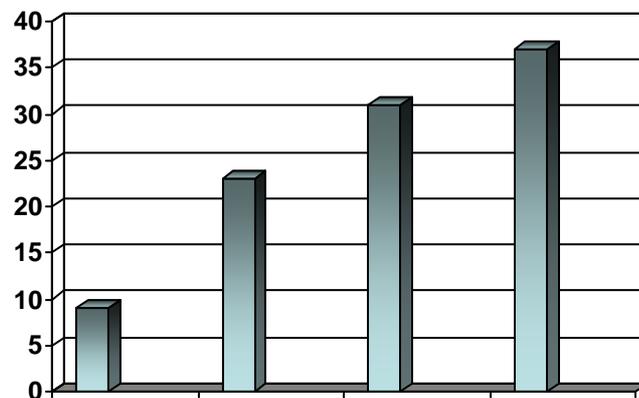
Data Analysis Hypothesis(2): where the game can affect the social development of preschool children.

Question 4- Where the game has an impact on children's physical activity.

Question 5- Where the game has an impact on children's mental activities.

Question 6- Place the game affect the interests of the child to communicate with their peers.

Number of Question	Few	Average	Many	Very Much	Sum
4	18	38	62	82	200
5	16	44	66	74	200
6	20	54	58	68	200
$\sum x_i$	54	136	186	224	600
$\bar{X}$	9	23	31	37	100
%p	9	23	31	37	100



According to Table 6-5-4 and a high percentage of many questions both high and very high average level indicators can be derived that 68% of kindergarten teachers have many options and too many have chosen the second hypothesis, therefore Hypothesis 2 is proved.

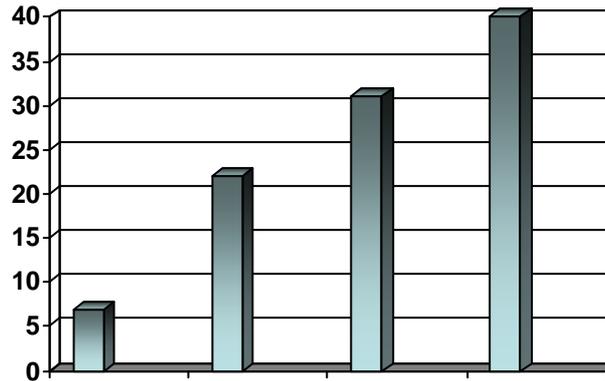
Data Analysis Hypothesis(3): Variety of toys can affect the social development of preschool children.

Question 7- There are a variety of toys on hand and eye coordination skill can impact a child's fingers.

Question 8- There are toys in strengthening the child has an effect on judgment recognition.

Question 9- There are a variety of toys in reinforcing the power of speech and expression of a child.

Number of questions	Few	Average	Many	Very Much	Sum
7	14	42	65	79	200
8	15	40	63	82	200
9	13	50	58	79	200
$\sum x_i$	42	132	186	240	600
$\bar{X}$	7	22	31	40	100
%p	7	22	31	40	100



According to Table 9-8-7 Questions and high frequency of both high and very high average level indicators can be inferred that, 71% of kindergarten teachers have many options and too many have chosen the third hypothesis, therefore, Hypothesis 3 is proved.

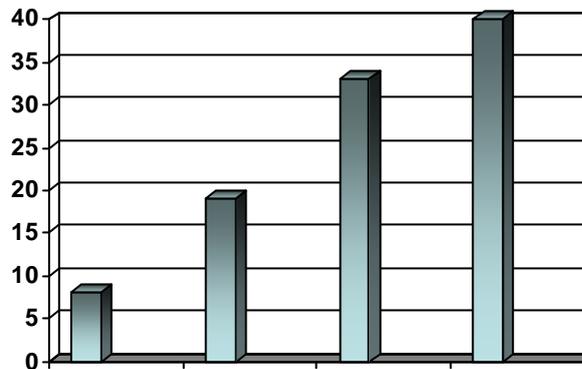
Data Analysis Hypothesis 4: The purpose and content of the training can affect the social development of preschool children. Was designed for hypothesis three questions.

Question 10- The content of educational games can impact on training numbers.

Question 11 – The educational content of the game is focused on increasing the capacity of the child.

Question 12- The content of educational games can impact on a child's energy and time.

Number of questions	Few	Average	Many	Very Much	Sum
10	12	42	70	76	200
11	18	35	64	83	200
12	16	35	68	81	200
$\sum x$	46	112	202	240	600
X	8	19	33	40	100
%p	8	19	33	40	100



According to the table with a high frequency 12-11-10 inquiries index average of high and very high levels, it is concluded that, 73% of kindergarten teachers have many options and so many have chosen H4, H4 proved to be so.

**RESULTS AND DISCUSSION**

Age 2 to 6 years of basic courses based on different theoretical researchers and psychologists base personality is shaped by children in this age group. Therefore, any motion training in dealing with children ages undeniable impact on the character of children as adults will. If we look more carefully to those around those who have experienced childhood or even your child, because we see a child who is behind Enough to have loving parents alongside his siblings have experienced love and devotion With its double Stan-taking and Community law Pzry have learned as adults mentally healthy people are civilized And still play a role in all of these aspects are very important and significant. Children in every moment of life to learn how to play Each form has its own interests in the game play increases children's

concentration. Wide circle of his vocabulary and verbal skills in children supports the observance of playing children learn discipline, Relax and enjoy the experience of observing the wait times and learn the true competition. The world of imagination and your creativity practice area give different role to learn the role of emotions and life experience. The game will not only affect the social life of the child is the child can be met while playing with various aspects of their existence. Practice-ethics and emotions of the child alters will strengthen them in the path of growth and health. The ABC game children happy and healthy life today-tomorrow's adults and lively. These results were consistent with those in previous research and education specialists, according to the theory, we can conclude that the child's world, the world of the game. She is a great game, evolve and mature physically, intellectually, the feeling of it. The game is a great school that the child will develop. The physical, psychological, and social behavior gives rise to. Than any to be prepared for life and our job as teachers is to provide conditions to play for him.

### SUGGESTION

It is suggested to teach preschool children go managers from a variety of educational facilities including toys-field trips-posters and a variety of training tools to use.

It is suggested that future researchers in their practical skill that children are involved in the development of their character, pay. Although the results of most previous studies on the positive effects of traits approved for children, but still have questions such as: Is this effect is always positive, the effects are permanent, the effects of set at an early age is most effective in curtains ambiguity, so it is recommended that this be done in a more scientific examination.

### REFERENCES

1. Beheshti, doctor Ahmed. Islam and child's play (Tehran: deputy0.1367)
2. Naderi. Ezatollah-SeiffNaraghi, Maryam-Research Methods in Human Sciences (Tehran: Badr0.2005)
3. Mojtahedi-Mojtahedi Hussein-the effects of physical activity on children (Tehran: Dawn) Khadija, doctor Arian-Play Therapy (Tehran: 2002Info)
4. Ahmad V and, doctor Mohamed Ali-Psychological Play (Payamnoor)
5. Journal Zivar sport Issue (Issue 33 - May2006)
6. Sports and value (No.173-December2004)
7. Sheikh Mahmoud. Bagherzadeh, Fazlolah. Yousefi, Soheila (2003). "School games selective effect on motor development of elementary school students in third, fifth district Tehran." Bharv Olympic Magazine Summer 1382, pp. 87-77
8. Gari, Leners, dynamic consulting with children Freud's wit and its relation to the unconscious 1905
9. Anderson' A.R' and moore'O .K. Auto telic Folk-models. American Association sociological Theory Section New York' September 1960 mimeographed.
10. Beach'F .A.Current Concepts of play in Animals' (1945)' pp523-
11. Schiller' F.Ueber die aestische Erziehung d'r Menschen' in einer Reihe von Briefen'in Samt. Werke 'XII'1-112.Stuttgart:Cottascher Verlag'1862
12. Vtskygo, L. (1978). " Mind in society" . Cambridge, Massachusetts Harvard University Press.Vygotsky, L.S. (1977). " Play and its role in the mental development of the child" . In play : Its role Development and Evolution. Bruner, J.S., Jolly , A. and Sylva , K. (Eds). New York, Basic Books.
13. Takeuchi, M.(1994). "Children's play in Japan". In J.L.Roopnarine, J.E.Johnson, &F.H.Hooper (Eds), Children's play in diverse cultures (P:51-72). Albany: State Univesity of New York Press.
14. Carvalho, A.M.A., &Rubiano, M.R.B.(2004). "Vinculo e compartilhamento na brincadeira de crianças [Bond and sharing in child play]" . In M. C.Rossetti-Ferreira, K.S.Amorim, A.P.S.Silva&A.M.A.Carvalho (Eds.), Rede de significances e estudo do desenvolvimento human (PP:171-187). Porto Alegre: Artmed