



HOW CHILDREN PLAY TODAY

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game, child, playful activities, social.

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ABSTRACT *Games and entertainment is more intense at childhood ages. We know that ante pre-school age children playing all the time. This flexibility gives especially to develop imagination and creativity, all the game is expressed and the degree of mental development.*

Unfortunately, the current generation has lost appetite for the game, running, perches, to jump, to "fight" in the team competition by playing so many now, these words do not mean anything. Overwhelmed by curriculum upload too many hours devoted to study, sometimes excessive protection of parents, our children looked practically play. And parents do not have time to teach. Supervised by nannies, grandparents or aunts usually unskilled, children today spend much of the day at the computer, video games or cartoons. No holidays are not what they once were.

A raid by the neighborhoods in Bucharest blocks depicted another world completely different from our memories. It's quiet, maybe too quiet. Increasingly more children used to spend their leisure time in parks and playground. Do not go to the block to play with other children. Staircases are not into real land of imagination, the little ones to play with dolls or carts, to invent situations, strategies that are more or less strange to create that parallel universe only they knew and felt. First, parents are opposed. They find it too dangerous to leave children unsupervised outside. The area in front of the building there is a safe, conducive to play, because machines, stray dogs, adults with behavioral problems. No "gang" of kids from the block no longer fashionable, the children saying they do not usually come out in large group. Most times they go to meet the parks where they give the swings, slides and swings. Only the neighborhoods of houses where no special places children go to the gates and formed groups by age to play. But here the groups are always supervised by a parent or grandparent.

Virtual games and cartoons are great passion

Ask what's playing, most children responded that they particularly passionate about computer games, although parents used to make a program to not spend too much time in front of the monitor. Being forced to leave the house and give the virtual gaming world, children out to walk or bicycle rollerblading, practicing certain sports like football or badminton. Children are more familiar with cartoon characters, drawing them is their favorite toys.

The game requires a plan, setting a goal and setting some rules, to finally be able to perform a particular action that produces satisfaction. The child ego states game, his personality. Adult states through the activities they carry out, but the child has no possibility of affirmation, than the game. Later, he can say and school activity. School activity is recovered by notes, they summed up the average outcome of learning is late in terms of the evaluation, while

the game is consumed as an activity creating joy and satisfaction of the action it contains.

Children who are deprived of the opportunity to play with other children of similar age either because they are not used, either because they do not have with whom, remain undeveloped in terms of personality. Play gives children a sum of impressions which contribute to the knowledge about the world and life, also increases the understanding of complex situations, create stimulating memory retention skills, concentration, obedience to rules, ability to make quick decisions, to resolve the situation - problem, in a word develops creativity. Every game has rules. When a child wants to play with another group of children, he accepts the rules deliberately, willingly. In other words, he will accept the standards, adopted and respected by the group before it can come into play.

For an adult, the game causes pleasure, fun, contributing especially to energy recharge. Contribute decisively to cancel fatigue, being in this case an element of psychotherapy.

For children, play often involves, besides the nervous consumption even the simplest games, and exercise, unlike adults where it is lacking. We often see children playing football, cycling or walking, not playing backgammon or chess on a bench in a quiet place as adults usually do.

Some games are complex, others are simple. Depending on age and ability to understand and share the child exhibit different preferences for the game, the passing from one stage to another mental development. Toddler tends to participate in the big games, but often fails to integrate the conditions imposed by the game. A child with a stronger personality does not resign, but efforts to cope. Others with a weaker personality, folds, and saying "They are great ... I am small ...". For older children easy games of no interest, because it gives them the opportunity to train, to display their power game with their colleagues.

There are a few things to note: first, the game strengthens a child physically, print them taste performance and the means to achieve them. Secondly, the game creates teamwork skills to synchronize their actions with those of others to achieve a common goal. A third, the game causes a good mood, cheerful, giving man the ability to forget for a while all others and have fun giving it more like lust for life.

After J. Huizinga, play is a specific action, full of meanings and tensions always held rules accepted willingly and outside the utility or need materials accompanied by feelings of elevation and tension, cheerful and relaxation. The game is an action without immediate utility, but generating fun and comfort, feelings of pleasure and joy. Because of the spontaneity, the game requires a harmonious combination between the demands of the situation and skills of the game play.

Teaching specific game that fulfills multiple functions: fun, creativity under age ultimately shaping and forming the personality of children. Incorporated into teaching, game elements print a more vivid and more attractive, bring variety and a good mood, joy and relaxation. Prevent fatigue.

Interaction processes occurring within the game learning processes important for the social, cognitive and psychomotor. The game starts from the idea that has a purpose, but is open to changes, end or not foreseeable. Level of play expresses the mental development of the child, but the game is also a main stimulator of mental development, confirming the fundamental place in preschoolers life. School adaptation involves some changes, namely: changes in the daily schedule, adapting to the program and the types of school activities, teacher change, now students will have a teacher, changing relationships with elderly people, but changes do not occur only in social-moral but also physically.

Therefore during this stage have been a number of changes and modifications in all respects. The child begins to understand as a rule, a rule is the product of understanding between people and that it can be changed if everyone agrees. He is practicing experience to help develop group norms and controlling their fulfillment and also self-regulation in agreement with them. Prepare as normal autonomy to be achieved in the following stages. The complexity of mental development at this stage gives the school a special role. Without underestimating the importance of the family environment, which remains significant role school activity is determined.

Education aims to stimulate human nature to develop general qualities of the human species and the potential so that it is endowed by nature allow. People are so educated is to conduct business in society, to exercise certain social roles. Objectively, these roles multiply, differentiate and ranks from one stage to another development company. Education must respond to social demands expressing this quality.

Human integrating into society, education is concerned equally formation whose personality traits will enable every man to assimilate creatively social values, subordinating them to the imperatives but also contributes time to overcome their development in accordance general sense of social development.

That external factors contribute to the onset and intensification of education struggle between opposites, while also providing the means to stepping and resolving internal contradictions, prepared the ground for the emergence of others, continuing the process indefinitely. Education not only provides what is to assimilate, but also concerned with the way "how to assimilate", the awareness of the need to overcome certain obstacles.

The game is universal, being an event that is evident a struggle of opposites, an effort to overcome, with propelling role in the development objective; the game is a permanent reality, the mobility scale ages. Evolution in relation to the development of small schooling preschool or with other human activities, with some mechanisms of social life determines, in different times, different place and role, but the fact is that he is missing, regardless of the age of man.

Game of the change in the preschool and elementary school teacher turns to play. He is the one that combines elements of fun with the job, learning. The role and importance of teaching the game is that it facilitates the assimilation process, reinforcing and consolidating knowledge, and because of its formative influence on personality development of the child. Teaching is an important game for education that emphasize the intellectual and creative capacities school train. It is used for knowing reality in a more accessible since children discover some truths new to them, engaging in efforts thinking that gives them satisfaction. They are directly involved in his own training and engaged in the game, they are able to make great efforts to accomplish given tasks. Also, teaching the game contribute to the development of judgment, memory, attention, observation, cultivate habit independent intellectual work. He is a middle and an extremely valuable process of accumulation of new knowledge, learning balancing process and activity game and can be run both in the free activities and in the joint. It is an opportunity to fill some gaps, to assimilate and use new knowledge to develop language for layout phonetic, lexical, grammatical.

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