# 129 - PLAYGAMES AND POPULARIN THE CITY OF ALTAMIRA/PA: A COMPARATIVE ANALYSIS BETWEEN THE PERIOD 1920 TO THE PRESENT DAY

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## INTRODUCTION

The art is intrinsic to play in society since the beginning, since, man has always used this tool for fun, so the game goes beyond the dimensions of the human sphere, as this feature also extends to animals, because these beings already played before the men, which means that it is not an exclusively human activity and rational. So to the extent that societies evolved, the game was present with strong cultural and social influence. Because of these features children use up this universe to expand their world, which, through the fun and games develop their sense of time and space. In other words, are engaging in activities that transpire liberty has transformative power of free creation, no time is specified in this universe and that man interacts, socializes, creates and is transported to a parallel world full of dreams and fantasies.

In this perspective, this work is detecting, inquire and record the key games and play experienced by the elderly and the young, thus tracing a parallel on these activities and seeking to answer some questions like: Who confection toys? What are the most played games and play? What is the importance of games in development of motor coordination? What are the influences of these games for future generations? As today's children are having fun? And how are the toys and games?

The relevance of this work is in the cultural revival, since these activities such as games and plays, are responsible for influencing generations and radiate their influence on succeeding generations. It's natural curiosity to know about what games your grandparents played since we are in an era of constant technological change and toys made, ie made by the children themselves are being forgotten. Under this assumption this study aims to recall the fun and games practiced by the elderly in its infancy and establish a comparison between those practiced by today's youth in the municipality of Altamira / PA.

The research was motivated by the need to resume the activities and games that were part of the backdrop for many altamirenses and who are now in the veil of oblivion, since for many socioeconomic issues kids stop playing outdoors with other children and become most of their time at home alone playing often and / or interacting with electronic media.

## BACKGROUND OF THE GAME AND PLAY: ITS INFLUENCE ON CHILD DEVELOPMENT

The presence of the game is inherent in humanity, their existence, according to Huinzinga (2000 p.05) "[...] is older than culture, because it even in their least restrictive settings, always presupposes society human ", so it is characteristic only of rational beings, can be also treat animals as it transcends rationality. Even not having an accurate conceptualization able to define it, "the existence of the game is undeniable. You can deny, if you want nearly all abstractions: justice, beauty, good, God. You can refuse to seridade, but not the game. " (Huizinga, 2000 p.07). In this respect the game becomes unquestionable as regards its existence, that to the extent that living beings are born, they start to play and play throughout your life and that inheritance is passed on to their descendents.

For the game is to be considered as such must obey the three basic characteristics, the first is freedom, for in it, the individual has the opportunity to create, socialize and express their emotions. The second this is a private sphere that is not real time, is that space of time the game flows and the player is given entirely. The third is the isolation and limitation, which has its own characteristics, it meets the limits of space and time singular, since the game ends when individuals return to the real world (Huizinga, 2000 p.10-11).

Once play and play are human needs that contribute to physical and psychological health, working self esteem, trust, altruism, soon discovered the benefits of the art of play is not new, since the early civilizations of these activities are present, contributing subject to building better.(RAMOS,s/dp.02).

It is this enigmatic world of the game according to Ramos (s/d p.02) the child while playing undergoes a process of discovery, where it develops their curiosity, the power of invention and skill, as well as the development of communication , concentration and attention, providing confidence and autonomy, however, that for adults can be considered a silly joke, actually contributes to developing the first notions of citizenship, respect for rules, socialization and altruism. As Piaget (1967) apud Ramos (s / d p.03) "The game can not be seen just as fun to wear or play energy, because it promotes the physical, cognitive, affective, social and moral." It is this interaction knowledge that takes place, because through the exchange of experiences the child internalizes and enhances their skills. In the process of learning the child selects, classifies ideas, interact, socialize and fraternize.

The fun and games are always filled with laughter, joy and shouts, as the child who does not identify with this "little world" might develop some disorder, "to be playing essential to human development is important that all children play "stands as the Proceedings of the National Congress-Apaes, June 2001 apud Ramos (s/d, p. 04), starting from this perspective the silence so desired by the parents can often represent a delay of motor development, psychological and cognitive development.

## PLAYING AND KNOWING THE WORLD: A RESCUE THE MAGIC OF TOYS AND GAMES IN THE CITY OF POPULAR ALTAMIRA/PA

The nostalgia of remembering the traditional children's games is essential to understand the previous generations, how to explain the fascination that many toys cause children are these, games, games and toys that were part of the experience of our great-grandfathers, grandfathers, fathers crossing the fine line of time and come to our day, they are:

*the top, the kite, the marbles, the game of hopscotch, the tug of war, kill soldiers, bilboquê, cubes and set up the game of checkers or dominoes for endless rainy afternoons winter, the clay to model things and dirty children, the play of the wheel, hide and seek (RAMOS, s / d p.07).*

Play and games that are not known for sure who invented it, but resist the weather, having a 'magical' power of being rescued when individuals wish. These activities are simple to play and make, but have a great power of attraction.

For Junior Faria (1996, p.59) the "popular children's games, toys and rimes were sung being lost (or processed) in the past fifty years possibly as a result of urbanization and industrialization." As with economic development and globalization, these toys become less frequent, losing space for toys and electronic games / industrial, the consequence children are automated with great IQ-IQ, but with a significant deficit in fine motor coordination.

This does not imply that the current games and toys are bad, that have become the only option for parents and children. This rescue of toys and games popular role would contribute to the formation of this new generation of children who are brought about from small task, since it is common to see children with a daily routine as going to school, doing homework, lessons English and / or computer, playing sports or fighting, just not having time for a romp and play freely.

Insofar as fun and games start to be made and performed by the children themselves, they begin to gain autonomy and self-confidence, no longer mere repeaters and making 'subjects' of their play, as is common whenever there is a release of a new toy, put aside the old, the impression is that they come with an expiration date determined to last until the next release. (FADEL et al. s / d p.05).

In Altamira / PA is still common to see children playing and playing in the streets and sidewalks, however this frequency is becoming more rare, because there are numerous factors that restrict the practice, including economic, social, cultural and security. Many families feel that is safer for your children play at home, since in this way are free from hazards, this protective attitude naively limits and neglects the rights of the child who is the "fun" being a child, which affects in the overall development, making them often idle. In this sense, we try to investigate how the jokes were old and the jokes which are practiced today in the city of Altamira / PA.

**MATERIALS AND METHODS**

In preparing this report we use quantitative and qualitative research, and on a literature review and field, which according to Lakatos and Marconi (2007) it is necessary first of all a literature search to conduct a field survey, it will serve as a theoretical foundation for the delimitation of the subject, since the field research will help in acquiring knowledge about the questioning, to which an answer is sought.

Thus, the method chosen to approach the development of this study was the comparison, which consists

*[...] Study of similarities and differences among various groups, companies or people contributes to a better understanding of human behavior, this method performs comparisons, in order to determine similarities and differences explained. The comparative method is used for both group comparisons in the present, past, or between the existing and past, the companies of the same or different developmental stages (Lakatos and Marconi, 2007, p.107).*

For the field study used the quantitative method, by applying a questionnaire with 10 questions, with 08 open and 02 closed, differentiated according to age of the chosen target audience (12-18 years and between 40-90 years) . The subjects discussed will be the elderly Living Center of the Golden Age of the municipality of Altamira / Pa and students of the last grade of elementary end, belonging to the Adventist College of Altamira and the Municipal School of Elementary School Teacher Dairce Pedrosa Torres. Respectively were given 20 questionnaires in each institution, and the Adventist College of Altamira it is a private school in which they operate the two levels of education, fundamental and initial and final high school. The Municipal School of Elementary and Secondary Education Dairce Pedrosa is a public school education, where does the initial and final elementary school and secondary school. The Living Center of the Golden Age refers to a municipal institution that serves the elderly in the municipality of Altamira / Para with recreational activities and leisure. The sample comprised 60 people, that after the collection of data, systematic research was to better understanding and interpretation of data.

**RESULTS AND DISCUSSION**

The survey was conducted with 60 people and 50% are men and women 50% of the respective institutions, age corresponds to 12 to 90. Of the respondents 10% of the CCIC have between 40 and 60 years, 65% between 65 and 80 years and 25% from 80 to 90 years. Adventist College of respondents Altamira 80% have between 12 and 13 years and 20% between 14 and 15 years and interviewed the EMEF Dairce Pedrosa 10% have between 12 and 13 years, 70% between 14 and 15 years and 20% between 16 and 18. Of all the games mentioned 80% of respondents played CCMI wheel, the Adventist College of respondents play 80% of the hides, checkers or dominoes, Professor of respondents EMEF Dairce Pedrosa play 95% of the hides.

We know that through the games and play both the child and the adult are free to create and recreate, since activities such as crocheting, recycle or re-invent a toy is a way to teach the importance of simple things like the use of recyclable materials, as an example the plastic bottles, cardboard boxes that most of the time is discarded in the trash, this perspective 60% of respondents CCMI has crafted some sort of toy, 75% Adventist College has crafted some kind of toy has interviewed Professor of EMEF Dairce Pedrosa 15% crafted some sort of toy.

The play is something inherent in humans, many sports and games are passed from generation to generation, to deliver this statement asked respondents if they have already donated some game or joke to the children or grandchildren or already have been passed on to them or play a game, 55 CCMI% of respondents have already donated a game or games to the children and grandchildren, and 75% of respondents Adventist College of Altamira say that your parents taught you some kind of joke 20% of respondents EMEF Professor Dairce Pedrosa say they have been passed some kind of game or play.

The importance of play ripples throughout your life when asked whether either played often played alone or with the response among respondents 75% of the CCIC played at home accompanied by brothers, cousins and friends of respondents Adventist College of Altamira play with 40% more frequently in places outside the home such as parks and clubs and 70% of respondents play together, as students of Professor EMEF Dairce Pedrosa play at home 50% and 60% of those surveyed play together.

The pace of modern life has made the play and the play was left a little to one side when asked respondents Adventist College of Altamira played how often per week 55% said they play twice a week in 60% EMEF Dairce Pedrosa of respondents play with the same frequency, ie twice a week.

The technology is becoming more popular in the modern world in which we operate and toys, games and wheel games are losing their space that was noticeable when questioned students if they played and / or play electronic games and as a result in EMEF Professor Pedrosa Dairce 95% of students have played computer games. In the Adventist college 100% of respondents have played and / or play electronic games. But when we asked three research groups, which play and games that marked his childhood, both responded with 35% who hides out play the most striking. Soon question which play and games prefer the younger among the oldest and the current in EMEF Professor Dairce Pedrosa 20% of respondents prefer the older games

and the current 80%. While in college Adventist 45% prefer the old games and prefer the current 55%. When asked the students what they would put in a degree of importance in their lives from 1 to 6 in Altamira Adventist College was ranked first on the TV and the Internet and work with 45% in sixth with 55% in EMEF Professor Dairce Pedrosa first with 75% in this study and the latter with 40% working.

The elderly CCMI was asked if they were playing with their grandchildren, 60% said yes. 85% of seniors said they had time to play during their childhood what it used to be during the night as they had to help parents in homework or in the fields during the day. When you ask older people if they would like to relive the fun and games of his childhood 85% said no, because, they say that time was remarkable, but this time has passed and are now open to other experiences.

**PLAY GAMES AND COMMITTED BY ADVENTIST COLLEGE STUDENTS, AND TORRES EMEF DAIRCE PEDROSA CCMI OF THE ELDERLY: A REFLECTION**

Through this research we can analyze that there is no set time for play and games, because as stated by Freire (2005, p.09)

*playing time never passes, noting that the human is always a child, and the future is the space to grow, to go ahead. The marks of age on the skin of the face off the young man who does not always have to be. The sorrows tell their stories in the wrinkles of the forehead, but the laughs are still playing in the deep creases around the eyes and mouth. After such time, the jokes do not abandon us. The game is our human bodies as lived and still takes care of our destiny. If the legs are missing, we do not lack imagination, and continued on to that which is unattainable point of arrival of any animal that became human.*

Under this assumption the importance of play and play beyond age groups considered by many obstacles to remain happy (playing), as a senior and a child playing together, interact, exchange experiences and know new things, however it is sad to realize that this new generation is losing touch with popular games and play, since the games are increasingly common part of everyday life, because as we move away from the essence of this mismatch, as it defends Freire (2005, p. 116) "The game is food for the soul and the soul that will feed the world of men in society."

**CONCLUSION**

Through research we can conclude that children and the elderly surveyed in the city of Altamira / PA has crafted a toy, among the most varied, ranging from cars, dolls corn up soccer balls and recall that when they miss this time, so it is clear the games and popular games are still remembered when referring to that marked his life highlighting the rhymes for the elderly and chop or hide hidden for children / adolescents.

It is noteworthy that the child, adult and / or old jokes that develops interact, socialize and improves your coordination, since the game is essential for life, because when we play we get in touch with ourselves, since the individuals who had and have the opportunity to play / play can pass this legacy on to their descendants, which takes advantage of experiencing moments, as with technological advances and play popular games become increasingly scarce because if there is no interest in the same rescue them be forgotten.

The relevance of this research is to contribute to the toys, games and play and not be forgotten and that we should not lose esperançaspois, when we see a child playing, we know that there is a safe haven popular expression that is so characteristic of humanity that are fun and games.

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**PLAYGAMES ANDPOPULARIN THE CITY OFALTAMIRA/PA: A COMPARATIVE ANALYSISBETWEENTHE PERIOD1920TO THEPRESENTDAY**

**SUMMARY**

This workrefers toastampbibliographicresearchandbackground inthe field withrenowned authorswith Huizinga (2000), Freire(2005)among others whohold forthon thattheme: fun and games, which emerged fromareflection on practicethese activitiesin the municipality ofAltamira/PA, as well as its contribution to thepsychosocial developmentof the individual, as are characteristic elementsof human life.The aimof thisstudy was torecall thefun and gamespracticedby the elderlyin its infancyand establishacomparison betweenthose practicedbytoday's youthin the municipality ofAltamira/ PA.Afterthesystematicstudy concludesthatchildren andseniorssurveyedhave playedor madeany toys, among the most varied, ranging fromcars, dolls cornupsoccer balls andrecallthat whenthey missthistime inrelation topopular activitiesthat markedhis lifestand outrhymesfor the elderlyandchophides orconcealsfor children /adolescents.

**KEYWORDS:**Popular games, games, Altamira/PA

**JOUEZ ETPOPULAIRE DANS LA VILLED'ALTAMIRA/ PA: UNEANALYSE COMPARATIVE ENTRE LESPERIODE DE 1920 ANOS JOURS**

**RÉSUMÉ**

Ce travailse réfère à unerecherche bibliographiquede timbre etde fonddans le domaineavec des auteursde renom avecHuizinga(2000), Freire (2005)parmi d'autres quipérorentsur ce thème: fun et des jeux, qui a émergé d'une réflexion surla pratiqueces activitésdans la municipalitéd'Altamira/ PA, ainsi que sa contributionau développement psychosocialde l'individu, comme le sont les élémentscaractéristiques de la viehumaine.Le butde cette étude étaitde rappelerle plaisiret les jeuxpratiqués parles personnes âgéesà ses débutset d'établirune comparaison entreceux pratiqués parles jeunes d'aujourd'huidans la municipalitéd'Altamira/ PA. Aprèsl'étude systématiqueconclut que les enfantset les personnes âgéesinterrogéesont jouéou fait desjouets,parmi les plus variées, allant des voitures, des poupéesde maïsjusqu'àballons de socceret de rappelerque, quand ilsmanquentcette foispar rapport àactivités populairesqui ont marquésa viese démarquerdes rimespour les personnes âgéeset hachezcache oucachepour les enfants/adolescents.

**MOTS-CLÉS**:jeuxpopulaires, jeux, Altamira/ PA

**JUEGOS Y POPULAR EN LA CIUDAD DE ALTAMIRA / PA: UN ANÁLISIS COMPARATIVO ENTRE EL PERIODO DE 1920 A LA ACTUALIDAD**

**RESUMEN**

Este trabajo se refiere a una investigación bibliográfica y sello de fondo en el campo con autores de renombre con Huizinga (2000), Freire (2005) entre otros, que disertar sobre ese tema: diversión y juegos, que surgió a partir de una reflexión sobre la práctica estas actividades en el municipio de Altamira / PA, así como su contribución al desarrollo psicosocial del individuo, ya que son elementos característicos de la vida humana. El objetivo de este estudio fue el de recordar la diversión y los juegos practicados por los adultos mayores en su infancia y establecer una comparación entre las practicadas por la juventud de hoy en el municipio de Altamira / PA. Después de que el estudio sistemático de la conclusión de que los niños y los ancianos encuestados han jugado o que se ha juguetes, entre las más variadas, que van desde automóviles, maíz muñecas hasta las pelotas de fútbol y recordar que cuando se pierda esta vez en relación con las actividades más populares que marcaron su vida destacan las rimas de los ancianos y cortar esconde u oculta para los niños / adolescentes.

**PALABRAS CLAVE:** juegos populares, juegos, Altamira / PA

**JOGOS E BRINCADEIRAS POPULARES NO MUNICÍPIO DE ALTAMIRA/PA: UMA ANÁLISE COMPARATIVA ENTRE O PERÍODO DE 1920 AOS DIAS ATUAIS**

**RESUMO**

Este trabalho refere-se a uma pesquisa de cunho bibliográfico e de campo com embasamento em autores renomados como Huizinga (2000), Freire (2005) entre outros que dissertam sobre a referida temática: jogos e brincadeiras, que emergiu de uma reflexão sobre a prática dessas atividades no município de Altamira/PA, bem como sua contribuição para o desenvolvimento psicossocial do indivíduo, uma vez são elementos característicos da vida humana. O objetivo do referido trabalho foi rememorar os jogos e brincadeiras praticados pelos idosos em sua infância e estabelecer um comparativo entre os praticados pelos jovens de hoje no município de Altamira/PA. Após a sistematização do trabalho conclui-se que as crianças e os idosos pesquisados já jogaram ou confeccionaram algum brinquedo, dentre os mais variados, desde carrinhos, bonecas de milho até bolas de futebol e que quando relembram sentem saudades deste tempo, no que se refere às atividades populares que marcaram a sua vida destacam-se as cantigas de roda para os idosos e o pique esconde ou esconde para as crianças/adolescentes.

**PALAVRAS CHAVE:** Jogos populares, Brincadeiras, Altamira/PA