41 - CHILD GAMES AND JOKES OF AMAZONAS

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INTRODUCTION

According to context that involves it, the game can have sense and meanings different considering that the game is a human being's primary activity. However, it is in the child who if manifest of spontaneous and natural way.

The game assists the child in the construction of her personality, recital their projects where the imitation and the creativity they integrate during the development process, by means of action different manners, stimulated by the involute atmosphere of the environment. It is a serious occupation for the child, because great part of the infantile activities are accomplished thus.

The game no only it stimulates the social tendencies and solidarity, as well as, by means of meetings establishes the strategies and the tactical to be used. It acts with an ideas transmission vehicle, habits, myths, legends and songs of a generation to other constituting in your set, the folklore of each people.

According to environment resources, according to life structure and manners of each social group, human being through the history have been developing destined his ideas recreation and leisure. At the same time, these ideas, in the case of the games, favor the transmission and the preservation of moral and aesthetic values that form part of the individual socialization process.

For Huizinga (1938), the spirit of the game is essential to the culture. Although, the games and jokes have origin in the own culture.

Founded in the assertive of Huizinga, it tried demonstrates the changes that occur in the development process of a social group, interfering deeply in the cultural, characteristic aspects of this group.

The games and yesterday's toys transformed and times disappear, side the countless interferences of the communication several canals.

Thence, the author's interest in search children's daily games of the city of Manaus, in order to initiate a studies cycle with order of rescuing the traditional games in the classes of Physical Education, as one of the fundamental elements of the culture that, according to Parlebas (1989) has as base two complementary principles of the social life: the need and the freedom.

OBJECTIVES

1. Verify the traditional games used most by the city periphery child of Manaus and redeem the practice of the traditional games as one of the forms of ludicrous activities and natural cultural manifestation of a people.

2. Suggest the practice inclusion of traditional games in the official programs of physical education at schools from 1st degree.

METHODOLOGY

The subjects of this research are school children, up to 12 years, residents in the periphery area Manaus' east, correspondent to the districts of Jorge Teixeira, Coroado, Aleixo, São José e Nova Floresta. Like method it used the interview through the children deposition assumption, performed directly between interviewee and the interviewers.

Like interviewers, they took part the academic of the Course of Physical Education of the University of Amazons of the group 01 of Gymnastics theory, under authors' orientation.

During the interview it asked the children, which are the jokes that knew, which are the jokes or games that used to do routinely in the street, at home and at school. According to the child talked, the interviewer registered the depositions in records.

To follow the children passed the practice, demonstrating the jokes and the games, confirming this way, the description given.

PRESENTATION AND DISCUSSION OF RESULTS

The analyzed depositions allow to verify that in general, the children know and cite several games, without however to there be variation of the same. It can say that they repeat the most well-known and used games.

This way, even citing various games, the acquis of children interviewees about games seems limited.

For better identification, it tried to match the games and jokes collected with base in the predominance of the motive abilities translated by praxis of running, jump, launch and another in smaller variety.

1. RUNNING GAMES

1.1 GERAL CATCHER (MANJA)

CHARACTERISTICS: Play Outdoors, average duration.

ORGANIZATION: Children divided into two parties, next to a pole or given location.

DEVELOPMENT: A party stays in the stake and a child is highlighted to tell until the number 50. The other party runs to if hide. When hitting the number counting 50, the child screams “general”, and everybody run to catch the ones that are hidden. When they find, they scream child's name for the “catcher” and this hits the stake repeating the name of that that was caught. They invert the roles when everybody are caught. The ones that arrive to the stake without being caught, they continue at the same role, in other words, the one of demanded and no of persecutors.

1.2 CATCHER “CROUCHING DOWN”

CHARACTERISTICS: Play Outdoors.

ORGANIZATION: The organization is the same as the previous game.

Identical to the previous game. In moving to the place or post pre-determined, not to be caught, the child passes will position "lowered" when the handle is approaching.

1.3 CACTHER HIDES

CHOICE PROCESS: A child crosses the closed fists, keeping a little stone in an of hands, and it asks to one of the participants to choose: “here beats”. If he choose the empty hand, it will be free, but if choose the hand that contains the little stone

will be the accountant.

CHARACTERISTICS: Street game.

ORGANIZATION: Children group and a catcher.

DEVELOPMENT: The catcher remains in a place of closed eyes and account up to 50, while the others run to if hide. At the end of the counting, the catcher screams “YET” and leaves in search of the colleagues. The hidden participants should return to the counting location and to touch the location determined previously, before are caught. When the catcher finds a colleague, burrow in him and account up to three, speaking soon after. This was “caught” or “catch”. The joke finishes when everybody are “safe” or “caught”. The new catcher is always the first “caught” by the catcher.

1.4 CATCH THE BANNER

CHARACTERISTICS: Street game.

ORGANIZATION: Children divided into two parties, in a space demarcated to the half, in two field of game, having a flag in each line of bottom.

DEVELOPMENT: Each equips occupies your field and search catch opponent's flag, being block by the opponents. The player who catches the flag opponent will try to arrive to her field, without being touched for opponent, could pass the even flag to other colleague. In case it is touched for opponent, it will remain stopped next the flag until a companion comes to loosen him, with a hands touch. The points will be marked, every time "robbed" the flag, arrive to the opponent's field.

1.5 THE MASTER ORDERS

CHARACTERISTICS: Street game and of interior.

ORGANIZATION: A commander and a children group.

The game takes place through the dialog between commander and the group:

– The master orders

– Yes master!

– The master orders

– Yes master!

– Will you do everything that the master orders?

– Yes master!

There then the commander gives the orders that wants. The participants run to execute as soon as possible, and to return to the departure place. Who arrive finally paid the gift chosen by the group.

2. “SKIP” GAMES

2.1 AMARELINHA

CHARACTERISTICS: Street game and of interior.

ORGANIZATION: It draws the illustration in the soil and it accomplishes a draw for to order the participation of each one.

Each player owns a “patella” (peel of kneaded banana, mango pit, tiles or tiles pieces, flattened stone, characterized as a material other than rebound in the soil), that get put in a location determined in the illustration, next to the first block.

DEVELOPMENT: The first child launch the “patella” in the block number 1 and skips with support from a foot only in the squares and with both feet in the squares parallels, could not tread in the square where inn is the “patella”. At the end of the route, skips for the illustration top, turn and return in the same way, until catch its “patella”. If finish the whole route without being mistaken, it will be the winner. If be mistaken, the second place begins your participation.

2.2 ELASTIC JOKE - skip with abilities

CHARACTERISTICS: Street game and of interior.

ORGANIZATION: Two children keep the elastic prisoner on the outside of the ankles, forming a rectangle. The other stays inside the rectangle to begin the joke, in the next sequence:

– Skip with two feet outside, into and outside again, treading on top of the elastic, of one only side.

– Repeat the jumps sequence, spelling, words and sentences like: salad, little salad very tempered, with salt, without salt, onion, little onion, one, two, and three.

– The children create combinations varied of jumps and sentences.

– The main rule to is no step in the elastic out time foreseen for that, neither to be mistaken the sentences.

– The proportion that will go winning the phases, they will go increasing the difficulty degree, ascending the elastic for the knee, and soon after for the waist.

– It wins who it overtakes all the phases and finishes first

2.3 SKIP ROPE

CHARACTERISTICS: Street game.

ORGANIZATION: Two children keep a rope from 6 to 8 meters in hands, to rotate anticlockwise. The children's group is in column, placed of perpendicular form to the rope, distant 3 to 4 meters approximately.

DEVELOPMENT: Both children manage the rope. The others run in direction to the rope in action and try one at a time;

– pass by the rope without jumping

– Jump 3 times and to leave

– Jump, rotate and to leave

– Jump, lower 3tempos, jump and to leave

– Ditto to the pairs.

The children establish new combinations, how many want, inclusive changing the rope turns rhythm.

Who be mistaken go had rotated rope.

2.4 SKIP THE STICK

CHARACTERISTICS: Street game.

ORGANIZATION: Equal to the previous game, and both children keep a stick in hands.

DEVELOPMENT: Jump the stick in varied heights, of front, aside, with 1, with two feet, etc.

Who be mistaken, it is going to hold the stick.

3. BALL GAMES

3.1- CEMITÉRIO (CEMITERY)

CHARACTERISTICS: Street game.

ORGANIZATION: A defined field, divided to the middle by a line. Two willing teams in the field.

DEVELOPMENT: One of the teams begins the game launching the ball to "reach" one of the players, hitting him anywhere of the body. Anyone touched for ball will be dead, and it goes to the cemetery, behind the line of opponent field bottom.

From there onwards, the team besides trying "to kill" the opponent can have player in the cemetery catching the ball and developing for new release, giving little chance to other team catches the ball, tries to kill as well.

It wins the team who manage "to kill" all opponents first.

3.3-COUNTER-COUP

CHARACTERISTICS: Street game

ORGANIZATION: Two teams of uncertain number distributed in two defined field and separated by central line.

DEVELOPMENT: Make 5 touches at least and to pass the ball for the team opponent.

The team wins a point when it manages to put the ball in the ground, in the opponent's field.

4. GAMES OF MANUAL ABILITIES

4.1- BOLA DE GUDE "RONDA" (GUDE BALL)

CHARACTERISTICS: Street game

ORGANIZATION: A players' group; It draws a circle in the soil It divided to the half and this half also to the half (tracing the circumference ray).

It marks each point from lines encounter, where the players will deposit a pellet. Any part of the circle, the first player kicks with the fingers, should hit two balls and to launch them outside of the circle, the balls that stay outside, proceed belonging of the player. When the player does not hit in no pellet, it loses time.

4.2 - BOLA DE GUDE "TURITIS" (GUDE BALL)

CHARACTERISTICS: Street game

ORGANIZATION: Two distant traced lines parallel each other at least 2 meters, and 1 players' group; balls in the line of bottom and players kicks with the fingers in the departure line.

DEVELOPMENT: The first player kicks the ball with the forefinger and thumb, trying to hit at least two balls. When get righting, it wins all the balls that are married in the line.

4.3- PIPE

CHARACTERISTICS: Street game in wide spaces

ORGANIZATION: Each player owns his pipe, done of palm tree sheet tissue paper and splints, having a line great thread to release it and controls it in the air.

"It flies" the pipe in places with much wind and sky open, where kiter can run a little until the pipe ascends some meters.

When there are two or more pipes, it is used to do the braid, in other words, the pipes cross in the air, in other words, the pipes cross in the air, trying to cut opponent's line.

4.4 - 3 MARY, 5 MARY

CHARACTERISTICS: Interiors game.

ORGANIZATION: A children's group, having each one their six stones or six plates bottle of soft-drink.

DEVELOPMENT:

1- The first child should put the 5 stones in the soil and to keep one in hand. Launch this one that is in your hand, catch a little stone in the soil, and to receive soon after to what was launched to the air, before it touch the soil. Soon after, with two stones in hand, launch a little stone and to keep to other in hand, catch one more soil little stone and had received that it is in the air with the same hand, staying with 3 stones in hand. It prosecutes thus until have 6 stones in hand.

2- To follow it does everything in a backward direction: keep the 6 stones in hand, launch a little stone, land other in the soil and to receive the little stone launched to the air with the same hand. Repeat until just to stay with a little stone in hand.

3- Launch a little stone to the air catch two stones all at once in the soil and to receive to what it went to the air with the same hand. Keep the 3 stones in hand, launch one to the air, catch both remaining and to receive to what it is in the air, keeping thus the 5 stones in hand. Repeat to catch the last little stone.

4- Ditto. Catch 3 soil stones, and to repeat to catch both remaining.

5- With left hand in the soil, land the forefingers and thumb doing an arc. Stones in the soil, near to the arc. Launch a little stone, push one of the stones underneath the arc for the other side, receive to what it was launched. Repeat until pass all the stones.

6- Launch a little stone, catch another in the soil, and to receive to what it was launched. Launch two stones to the air, catch one in the soil and to receive both stones launched to the air. Launch three stones to the air, catch one in the soil and to receive the three launched at the same hand. Launch four stones to the air catch the last little stone in the soil and to receive the four launched stones. Everything just with one of hands.

Wins who finish first. When being mistaken, it gives way time.

CONCLUSION

As human being's first emotional manifestation, the game represents the primary activity and the child instinctive and spontaneous tendencies sublimation. It is an action psychomotor in search of the pleasure. When dissatisfaction and frustration, many times the game exist leaves of being a pleasure act, to become in an action that generates displeasure and anxiety.

The game assists the child in the construction of her personality, carrying in tell their projects, where the imitation and the creativity integrate during the development in action different manners and of thought, in an active exploration of the environment.

Since in excess tender age child's fundamental activity consists in play. Of similar form, the game is in the child's life as well as in the activities laborious, the work is for the adult.

The game assures the personal satisfaction and stimulates the creative pulses, besides enabling to the child, self-control sensations and perceptions and of freedom, could be used as essentially ludicrous activity.

The game still collaborates, in the fear loss, in the vocabulary enrichment and in the behaviors habits and attitudes formation, like the rules acceptance.

By its application adapted to each development level, it is an education excellent middle at school, in the family and in the society in general.

When trying to rescue the TRADITIONAL GAME as activity form of cultural manifestation of a people, by the jokes elucidation used in early life, verified that the periphery child Manaus' East plays with well-known games and already registered, (GRUNFELD, 1978), what carries us to believe that many of these games are common to children of several parts of the world, despite environment influences.

Few games own regional characteristics. And these, to our see, should be stimulated so that the culture and the traditions be preserved and so that the child, lived these games learns about your people and your land, proceeding cultivating these values.

The data allow us to tell that in the registered games, the regionalism is much more in the nomenclature that in the own execution of the games. For examples cited: “catcher crouching down” “amarelinha” that are have regionalized.

The games prosecute in the same way in other State (Barros, 1973), just changing of name. It is possible that inside Amazonian find games more regionalized.

Although they are no regional games, that keep universal characteristics, for being traditional games and for all the benefits that its practice provides, it recommends the inclusion of these games in the official programs of Schools from first degree, in order to the child can play of guided way, for the satisfaction of their needs.

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ABSTRACT

The present work had as goal redeem the jokes and the traditional games used by the children in her daily. The analyzed depositions allow to verify that in general, the children know and cite several games, without, however to there be variation of the same. It can say that they repeat the most well-known and used games.The acquis of games of children interviewed seems limited

KEY WORDS: games, jokes, traditional games.

JEUX ET JOUE DE l'ENFANT d'AMAZONE

RESUMÉ

LE travail présent avait comme délivrances objectives que les jeux et les jeux traditionnels ont utilisé par les enfants dans son journalier. Les dépositions analysées autorisent à vérifier cela en général, les enfants savent et ils mentionnent plusieurs jeux, sans, cependant il y avoir variation des mêmes. Il peut être dit qu'ils répètent le knownest joue et usagé. Comme ceci, mêmes plusieurs jeux mentionnant, la collection des jeux des enfants interviewés paraît limité. Mots

MOT-CLEF: jeux, jeux traditionnels.

PARTIDOS Y PARTIDOS DE CHILD DE AMAZONAS

RESUMEN

El trabajo actual tenían los partidos y los partidos tradicionales utilizados por los niños como los rescates objetivos en su one diario su. Los depositions analizar lo permiten verificar que en general, los niños lo saben y mencionan alguno partido, without, sin embargo ser la variación de los mismos ones allí. Puede ser dicho que repiten los knownests partidos y usado. De este modo, mismo mencionar algunos partidos, la recolección de los partidos de los niños entrevistados parecen limitó. Palabras -lhave

PALAVRAS-CLAVE: juegos tradicionales.

JOGOS E BRINCADEIRAS DA CRIANÇA DO AMAZONAS

RESUMO

O presente trabalho teve como objetivo resgatar as brincadeiras e os jogos tradicionais utilizados pelas crianças em seu cotidiano. Os depoimentos analisados permitem verificar que em geral, as crianças conhecem e citam diversos jogos, sem, contudo haver variação dos mesmos. Pode-se dizer que elas repetem os jogos mais conhecidos e utilizados.

Assim, mesmo citando vários jogos, o acervo de jogos das crianças entrevistadas parece limitado.

PALAVRAS CHAVE: jogos, brincadeiras, jogos tradicionais.