123 - BETWEEN THE LAUGH AND THE WEEP: MEMORIES OF TOYS AND PLAYS OF A CULTURE

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Speaking of children, generally refers to the good memories of a past of escapades, and behavior in a world full of toys and plays, allowing the children imagine, create, (re) create, express their fantasies, desires, feelings, anxieties, experience and represent their own culture. According BROUGÈRE (1995), play in the child relates to cultural content that it reproduces and transforms, of which it is appropriate and it gives a meaning. The joke is the entry in the culture, in a particular culture, as it exists at a given time, but with all their weight history. By playing the child got in his own world, creating situations that only it is allowed to.

While sharing with the mind of the author previously mentioned, the toy and the play, also has great significance in a culture in that it tends to play a reality, which can be selected, isolated, and, in most cases, adapted and modified.

For these various dimensions that the toys and games show, and also believing that they are able to demonstrate and represent a culture, which was taken as objects of this study so that we could bring in, through the understanding of their senses, in a very particular culture, as is the German culture, present in our country.

Thus, facing the many interests and concerns with this culture, there was need to diving into a field where we could learn about the traditions, customs and way of life of this ethnic group, from studies of their toys and games.

This field of study to which enter, was the municipality of Missal, located in the western region of the state of Paraná. It differs from other municipalities in the region, by presenting a very special and significant feature, more than 90% of householders are descendants of Germans, and traces of German culture still strongly do daily mark of missalenses. Among them, highlighted the maintenance of the language as the main language, the events that present gastronomic dishes of German culture, the moral principles that guide the process of education and the social architecture of the houses.

Whereas the relevance of the present study is characterized by general objective to emerge as the senses on toys and play-memory immaterial - that were part of his childhood in the imagination of the social group from Germany, from the oral history, with the know the purpose of recreational activities that were perpetrated by them, and from them, seek to understand a little of the playful German culture in this council. Through specific objectives seek to identify the plays and toys of the old German culture from the memory and memories of social actors; Check as the play developed and toys made by social actors in its infancy in Germany; , And identify how to organize the production of toys.

This research was characterized as qualitative that according CHIZZOTTI (1995), is characterized as a poll in which the "search and the social actor build a relationship alive and dynamic among themselves, which is essential to understand the links between people." It has descriptive character, as this about the speeches and social practices of the actors (THOMAS & NELSON, 2002). Also our guide to the scientific theoretical and methodological principles of ethnographic studies, we think that it was necessary to establish a firm and clear outline of the constitution the Germans or their descendants, "to discover the basic scheme of their lives". (MALINOWSKI, 1984, p. 24); Analysis of Speech and therefore it was with its use that could understand the way that the toys and games of this group produced and the meaning for these actors. (ORLANDI, 1996).

The study was conducted with the three social actors, last remnants (pioneers) immigration in the German city of Missal. For the collection of speeches use a semi-structured interview with non-fixed route, in order to collect speeches about past these social actors. The instruments used for the collection of the speeches were to the camera, recorder, tape-cassette and a diary of field. After held the transcripts of speeches, to start from the analysis and interpretation of speeches.

After the speeches, and, looking at its silences, we identified that the children of actors was short in that it was interrupted by the advent of the Second World War. According to Dona Munique, “up to nine years, I think (...), nine years after war (...) was only eh, it nois entramo in war eh, hence I had no more children (...). Only in the middle of bomb (...), there was not more toy because it was only the war around.”

With its "Earth Christmas" in the epicenter of the war, these actors built part of his childhood in the midst of barbarism experienced by the world at the time. Considering this scenario, thousands of Germans have the option to migrate to other countries in order to ensure their survival and to find peace in another nation. Among the thousands of Germans who fled their homeland, are the social actors of this study, which came out in Germany in 1942 and came here in Brazil, where since 1964 are residents in the municipality of Missal-PR.

Thus, even in the midst of these memories of a troubled past, between laughter and crying, tried to redeem itself of social actors, perhaps, the most happy moments we had in his childhood, identifying tricks and toys that were made for them .

According Dona Bona, there were some plays and toys specific to each gender, and others that were common to both. Among the girls, the most popular were the *amarelinha*, the *chutar pauzinho*, *colher frutinhas*, *brincar de boneca* (designed by the child) and *casinha*. For boys, says Seu Stuttgart, the most common tricks and toys was *jogar futebol* (with a rubber ball made by the players), *beisebol*, fun to *jump* from high heights in the hay stored in warehouses, rising *high in trees* and *soldadinho*.

There were games and toys common to both genders, *let's* or *pega-pega*, *queimada* or *caçador*, in addition to games of table. The games of table were fairly reported by subjects of this study, and they characterized as much fun. We underscore the *jogo de dominó*, the *jogo da loto/paciência* and the *quebra-cabeça*.

Except the drop-head, the other games of table presented here, fit in the classification proposed by CALLOIS (1990), as games of Alea, "games that do not depend primarily on the player's skills, but the luck of fate and the chance. "Among the findings of this study, we can quote some games and toys that were made only during the winter, rigorous winters, with low temperatures and lots of snow. Accordingly, Seu Stuttgart: "... When it is cold we play on top of ice."

Chili then, *bonecos de neve*, *deslizavam na neve* under the frozen rivers using wooden *clogs and skid-quite* rudimentary that were set down in the shoes, *jogavam hóquei*, and the most attractive, headed the highest hills in a *wooden cart* up by their own parents. According to its Seu Stuttgart, "...The fun was playing.”

Other games and toys were made at home, such *ovo-choco* and the *esconde-esconde*, and the *boneca*, the *brincadeira de casinha* and the *soldado*, were the children assuming a character.

Again we refer to studies of CALLOIS (1990), because "these are the games that incarnation of a character illusory and the adoption of a particular behavior," is called mimicry, where the subject pretends to be someone else temporarily. This category of game is summarized in mime and disguise, and these are its fundamental aspects. In children, it is, especially to imitate the adults. Hence the success of accessories and toys that reproduce in miniature adult life. The pleasure is to be "another" or to get the other.

According to the social actors, some games were made only for them at school, during lessons for Physical Education, and had a competitive nature, such *handebol*, the *salto em altura* and *arremesso de peso/pelotas*, these only for the boys. Now girls, did *ginástica*. As seen, boys and girls are performed separately in the school.

According to our players, we realize that all games and toys made by children at home, but were allowed after the completion of some domestic activities determined by parents, or after school finalized the tasks. Some collected speeches show what we are describing: "...Then in a warehouse, everything cow, calf, pig, everything was inside. Then pick the turnip that need picking out interred would treat all such animals, then each had their task." (Seu Stuttgart). "...The teacher gave many lesson from home (...) was not long before play because it had enough lesson from home." (Dona Munique).

These words match what the points HUIZINGA (2001), that the game is seen as the opposite of seriousness in this case, the opposite to work, mainly by offering features such as easy laugh". So the game for the subject of this study, was only allowed after the obligations undertaken housewives because the job is down here, as a preparation for future life, something which supposedly in the imagination of parents, the game does not offer.

Trying to then bring in a playful understanding of German culture, from the understanding of its toys and games, it was necessary to take as the basis of theoretical GEERTZ (1989), which says that "when studying a culture, she is this not flourished at a given time, but it was built in a certain period of time and which is going through a major transition, slow, but continuous, contributing to profound changes occurring in your heart." We have a culture that is built through social processes and that is not static. That it can exchange their traces from contacts with other groups.

For both, and the culture is not waterproof, some toys and games also change the course of history, they are meanings by players, others, however, retains its original characteristics and are remembered and practiced for several generations. But what we can not allow is that the crops are emptied and modified as the interests of the capital, leaving sleeping on the essence of each one. The changes must be natural, without the hand of man senseless corrupt such crops, which in contrast, need to be maintained, respected and valued.

Posts ahead of the speeches of social actors, and after its analysis and interpretation, we can say that it was possible to identify, from the memories of the subject of this research on his childhood in Germany, the main games and toys that were part of their daily practice playful , our main goal.

The analysis of toys and games offered by the subject of this study also allowed us to, considering that these are loaded with meanings and many are only understood and make sense for the group that lives. Thus, in order to understand a culture, you need to be inserted therein. However, when studying a particular culture, close to most of his understanding, and the search mentioned, certainly you can bring an understanding of the culture of playful German householders to Missal.

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BETWEEN THE LAUGH AND THE WEEP: MEMORIES OF TOYS AND PLAYS OF A CULTURE

ABSTRACT

There are times the researchers of all kinds, are studying toys and games. Also attracted by the object of study, seek from this search, rescue, toys and tricks practiced by actors in search of his childhood in order to understand the way that they did for this group. To do so, was necessary diving in the world everyday, strongly marked by the German culture, the actors of the municipality of Missal-PR, to better understand the views of the world, beliefs, customs and social practices of this group. This survey was characterized as quality, developing itself from descriptive studies, ethnographic and technical analysis of the speech. For collecting data use a semi-structured interview of no fixed roadmap. We work with three subjects immigrants from Germany in the decade of 60 and still resident in the municipality of Missal. The instruments were used to collect recorder, tape-cassette, camera and a diary of field, and the last of fundamental importance, so that it can register the expressions of the subject in the course of the interview, and also to serve as the basis for the analysis of the speeches. The findings of the research showed that the toys and games that were part of the childhood of these actors, represent a period of changes in German society, due to World War II. It had identified various toys and tricks performed at home and at school, and that the rigorous winters in Germany, also proposed many recreational activities identified as the "season". After performing the analysis and interpretation of the speeches of social actors, we realize that many tricks and toys that were part of their daily practice playful and, the way these villains, are still up in the imagination of the social actors who were part of the research.

KEY WORDS: Toy; Play; German Culture.

ENTRE LE RIRE ET LES PLEURS: SOUVENIRS DE JOUETS ET JOUE D'UNE CULTURE

RESUMÉ

Il ya des moments où les chercheurs de toutes sortes, étudient les jouets et les jeux. Également attiré par l'objet de l'étude, demander à cette recherche, de sauvetage, en passant par l'histoire orale, des jouets et des astuces pratiquée par les acteurs à la recherche de son enfance dans le but de comprendre la façon dont ils n'ont pour ce groupe. Pour ce faire, il était nécessaire plongée dans le monde de tous les jours, fortement marqués par la culture allemande, les acteurs de la municipalité de Missal - PR, afin de mieux comprendre le point de vue du monde, des croyances, coutumes et pratiques sociales de ce groupe. Cette enquête a été caractérisée de la qualité, le développement de soi études descriptives, ethnographique et l'analyse technique de l'intervention. Pour la collecte des données utiliser une entrevue semi structurée fixe pas de feuille de route. Nous travaillons avec trois sujets immigrés de l'Allemagne au cours de la décennie 60 et toujours résident de la municipalité de Missal. Les instruments ont été utilisés pour recueillir enregistreur de bande cassette, appareil photo et un journal de terrain, et la dernière d'une importance fondamentale, de sorte qu'il puisse enregistrer les expressions de la question au cours de l'interview, et aussi à servir de base De l'analyse des discours. Les résultats de la recherche montrent que les jouets et les jeux qui faisaient partie de l'enfance de ces acteurs, constituent une période de changements dans la société allemande, en raison de la Seconde Guerre mondiale. Elle a identifié divers jouets et astuces effectués à la maison et à l'école, et que les hivers rigoureux en Allemagne, a également proposé de nombreuses activités récréatives identifié comme la "saison". Après avoir fait l'analyse et l'interprétation des discours des acteurs sociaux, nous nous rendons compte que de nombreuses astuces et des jouets qui font partie de leur pratique quotidienne et ludique, la manière dont ces scélérats, sont encore dans l'imagination des acteurs sociaux qui font partie de la recherche.

MOTS CLEFS: Jouets; Jeux; La culture Allemande.

ENTRE EL REÍR Y EL LLORAR: MEMORIAS DE LOS JUGUETES Y LOS JUEGOS DE UNA CULTURA

RESUMEN

Hay veces que los investigadores de todo tipo, están estudiando los juguetes y juegos. También atraído por el objeto de estudio, buscan de esta búsqueda, rescate, a través de la historia oral, los juguetes y los trucos practicada por los agentes en la búsqueda de su infancia con el fin de comprender la manera en que lo hicieron para este grupo. Para hacerlo, era necesario bucear en el mundo todos los días, muy marcada por la cultura alemana, a los actores del municipio de Missal - PR, para comprender mejor la visión del mundo, creencias, costumbres y prácticas sociales de este grupo. Esta encuesta se caracterizó como la calidad, el desarrollo propio de los estudios descriptivos, etnográficos y análisis técnico de la expresión. Para la recogida de datos utilizan una entrevista semiestructurada de ninguna hoja de ruta fija. Nosotros trabajamos con tres temas los inmigrantes procedentes de Alemania en la década de los 60 y aún residente en el municipio de Missal. Los instrumentos se utilizaron para recoger grabadora, cinta de casete, cámara y un diario de campo, y la última de importancia fundamental, de modo que puede registrar las expresiones del tema en el transcurso de la entrevista, y también para servir como la base Para el análisis de los discursos. Los resultados de la investigación mostraron que los juguetes y juegos que formaban parte de la infancia de estos agentes, representan un período de cambios en la sociedad alemana, debido a la Segunda Guerra Mundial. Se habían identificado varios juguetes y trucos realizados en el hogar y en la escuela, y que los rigurosos inviernos en Alemania, también propone muchas actividades recreativas como la "temporada". Después de realizar el análisis y la interpretación de los discursos de los actores sociales, nos damos cuenta de que muchos trucos y juguetes que forman parte de su práctica diaria y juguetón, la forma en que estos villanos, todavía están en la imaginación de los actores sociales que forman parte de la investigación.

PALABRAS CLAVE: Juguete; Juegos; Cultura Alemana.

ENTRE O RISO E O CHORO: MEMÓRIAS DE BRINQUEDOS E BRINCADEIRAS DE UMA CULTURA

RESUMO

Há tempos os pesquisadores das mais diversas áreas, vêm estudando os brinquedos e as brincadeiras. Atraídos também por este objeto de estudo, buscamos a partir desta pesquisa, resgatar, via história oral, os brinquedos e brincadeiras praticados pelos atores da pesquisa em sua infância, com o intuito de compreender os sentidos que estes faziam para este grupo. Para tanto, se fez necessário mergulharmos no mundo cotidiano, fortemente marcado pela cultura alemã, dos atores do município de Missal-PR, para melhor entender as visões de mundo, crenças, costumes e práticas sociais deste grupo. Essa pesquisa se caracterizou como sendo qualitativa, desenvolvendo-se a partir dos estudos descritivos, etnográficos e da técnica da análise do discurso. Para a coleta dos dados utilizamos uma entrevista semi-estruturada de roteiro não fixo. Trabalhamos com três sujeitos imigrantes da Alemanha na década de 60 e ainda hoje residentes no município de Missal. Os instrumentos utilizados para coleta foram gravador, fita-cassete, máquina fotográfica e um diário de campo, sendo o último de fundamental importância, para que fosse possível registrar as expressões dos sujeitos no decorrer da entrevista, e também, para servir de base durante a análise dos discursos. Os achados da pesquisa demonstraram que as brincadeiras e brinquedos que fizeram parte da infância destes atores, representam um período de mudanças na sociedade alemã, devido a Segunda Guerra Mundial. Identificamos que havia brinquedos e brincadeiras diferentes realizados em casa e na escola, e que os rigorosos invernos na Alemanha, também propunham muitas atividades lúdicas identificadas como de “temporada”. Após realizar as análises e interpretações dos discursos dos atores sociais, percebemos que muitas brincadeiras e brinquedos que faziam parte da sua prática lúdica cotidiana, bem como, os sentidos estes portavam, ainda estão instituídos no imaginário dos atores sociais que fizeram parte da pesquisa.

PALAVRAS-CHAVES: Brinquedo; Brincadeira; Cultura Alemã.