

Toys and Learning in Different Cultures

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PINAR BAĞÇELİ KAHRAMAN

has attended to the 6th ITRA World Congress /
Toys and Learning in Different Cultures in Turkey between
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Prof. Dr. Handan Asûde Başal
Congress President

Determination of the Aggression Levels of the Children Who Go to Fourth And Fifth Grade According To Their Toy Choices

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The general purpose of the research is to determine the aggression levels of the children who go to fourth and fifth grade according to their toy choices. Through this general purpose, it was researched if there is a difference between the aggression levels of the children who go to fourth and fifth grade according to their genders, their choice of toys, and according to their intention of using computer and internet. 92 girls and 122 boys, a total of 214 students who go to fourth and fifth grade in Bursa were taken into the scope of the research. Aggression Questionnaire, which was delevoped by Şahin (2004), was used to determine the aggression levels, and the questionnaire form, which was developed by the researchers, was used to determine the toy choices of the children.

At the end of the research, it was determined that there is a difference of .01 at significance level between the aggression point averages of the girls and boys; there is a difference (p=0,026) of .05 at significance level between the aggression point averages of the ones who say that they like to play with the guns the most and the ones who don't; there is not a difference of .05 at significance level between the aggression point averages of the ones who say that they like the most to play with the house toys (p=0.158); with the construction toys (p=0,618); with imagination toys (p=0,064); with the toys which are played outside (p=0,784); with electronic toys (p=0,462) and the ones who don't.

It is seen that there is a difference of .01 at significance level between the aggression point averages of the children according to their intention of using the internet. According to the Turkey's HSD Test, which was made to see the source of the difference, it is seen that there is a difference (p=.001) between the aggression point averages of the children who use the internet just to play games and the children who use internet just to do homework.

prefer more individual games and ready-made toys or computer games.
This research attempts to investigate the games and toys used and played by grandfathers and grandmothers who are now more than 60 years old and their children who are also parents and the differences which occurred in their play and toy choices.

Four generations were studied for their toy and play preferences. Fifty males and fifty females in each of the following categories formed the sample for the study: children aged seven to eight, young people aged between 18 and 22, parents aged 40 and grandparents aged 60 or older. A survey and interview method were prepared and conducted by the researchers to establish the participants' preferences for toys and games. The data gathered during the research will be presented and discussed.

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Children's games with and without toys played in Turkey during the past years.

Thursday 10 July, 17:30-18:00, Room B

The present study aims to present and describe some of the games played by children in different parts of Turkey in previous years. A game was identified from two cities randomly selected from each of the seven regions of Turkey. Fourteen games were selected based on interviews conducted with people who were middle-aged or older.

When these games were investigated, it became evident that all of them were games played outside the house, in the garden, street or in an empty area. Additionally, it is found that the games played in Turkey in the previous years were not individual games but group games which include many children. The findings indicate that the games played by children currently tend to be more individualized; hence both traditional games and traditional childhood seem to have disappeared recently.

Previously, in Turkey almost every object seemed like a toy to children and specificobjects were not necessarily needed to play games. According to Onur (1992) the production of toys in Turkey started with 'piped pitchers', drums, horsed vehicles, cradles with mirrors, wooden trucks or jugglers, etc, between 1919-1930 by Eyüp Toys and it continued with the production of toys in the following years in various cities and qualities. The beginning of toy industry in Turkey was the ending of toys import in 1954. The productions made of cloth by Fatoş Abla were increasingly demanded in the 1970s, whereas the production of plastic dolls and plastic toys or trumpets made of tin increased in demand in the 1960s. In the 1980s there was more interest in the production of educational and electronic toys. After 1984 toys were imported and the demands for domestic products were decreased gradually. With increased domestic use of television in the last three decades and the computer in the last decade, children have a tendency to play computer games and to watch TV. Thus, children tend to play individual games rather than group games.