Week 2 Discussion: The Games Children Play

**Required Resources**Read/review the following resources for this activity:

* Textbook: sociology in our times Chapter 2, 3, 4
* Minimum of 1 outside scholarly source (in addition to the textbook)

**Initial Post Instructions**In the article noted in this activity, the authors point out that most introductory sociology textbooks identify the main socialization agents as family, peers, schools, media, work, and religion. "...[W]hat is far less often acknowledged is the contribution that children's toys and games play in representing and reinforcing dominant conceptions of 'appropriate' social identities found in social discourse and in institutional arrangements" (para. 1). Toys and games can allow us to experience the subtleties of race, class, gender, and political socialization that are embedded in play. Sometimes players may challenge and subvert these images and messages at the delight or disgust of other players.

For the initial post, respond to one of the following options, and label the beginning of your post indicating Option 1.

* **Option 1:** What toys did you have as a child that you think of as agents of socialization and how did you use the toys to understand relationships, or prepare for new ones?

**Writing Requirements**

* Minimum of 2 posts (1 initial & 1 follow-up)
* APA format for in-text citations and list of references
* Include citations from at least the assigned textbook/lesson reading **and** one additional outside scholarly source to support your response.

Reply to the following discussion board.

looking back at my childhood, the toy that played a role as agents in socialization are video games, Nintendo, play station, etc. I usually played these items with my brother at the time. My parents usually purchased games that were playable with 2 people. Doing this allowed me to understand the idea of playing together and sharing. Self-identity is described as “our perception about what kind of person we are and our awareness of our unique identity” (Kendall, 2018, p.74). Personality is a characteristic of self-identity, I learned at a young age, sharing and caring was a part of my personality. It has opened new friendships by being able to get along with one another. Therefore, taking this trait into adulthood. According to (Onder, 2018), playing games gives children ways to be creative, learn and problem solve. These lessons that we have learned in our youth days have molded us into the person we are today.