

Playing about with emotions

Dr Wendy Russell
University of Gloucestershire



Image: Rudy Hartono

Children's experiences of lockdown

Huge variety: some may welcome not being in school, others will be in unsafe homes, some will be mourning, many are anxious

1.8 million families in the UK live in **overcrowded accommodation** and 1 in 8 British households have **no gardens**
(Resolution Foundation, 2020; ONS, 2020)

Two thirds of primary school children are feeling **lonely**
(Cartwright-Hatton *et al.*, 2020)



Image: Andrea Piacquadio

Playing with friends

- Friendships and attachments to peers can provide a **buffer to anxiety and stress** (Booth-Laforce et al., 2005)
- For children experiencing social and/or emotional **loneliness**, having someone to play with **makes a big difference** (Qualter and Munn, 2005)
- Playing with friends helps children develop **emotion regulation and empathy** (Fantuzzo et al., 2004)

Image: Playwork Partnerships



Play, space and time

- Play does not only take place in designated times and spaces
- It can emerge **whenever the conditions are right**, in the cracks left behind after adult orderings of time and space



Image: www.ravelry.com, deirdre12345



Image: www.ravelry.com, deirdre12345

Play: not an individual affair

The empty space, the pole,
the knowledge that her
skirt will billow and her
shoes sparkle if she twirls,
her desire and the
anticipated pleasure that
offers **all come together** to
co-create a momentary
play space



Image: www.ravelry.com, deirdre12345

#amomentwherelifeisbetter

- Play represents moments where life is better
- We constantly seek out ways to make life better
- For children this is looking for moments of playfulness
- **The motivation for playing is to make life better**

(Lester, 2020)

Play may sometimes look like imitation, but its 'as if' nature sets it apart



Image: toddlerstoday.com



Image: www.childrensillustrators.com

In play children can rearrange the world to make it either **less scary or less boring** (Sutton-Smith, 1999)

Brian Sutton-Smith (2017): Play as Emotional Survival

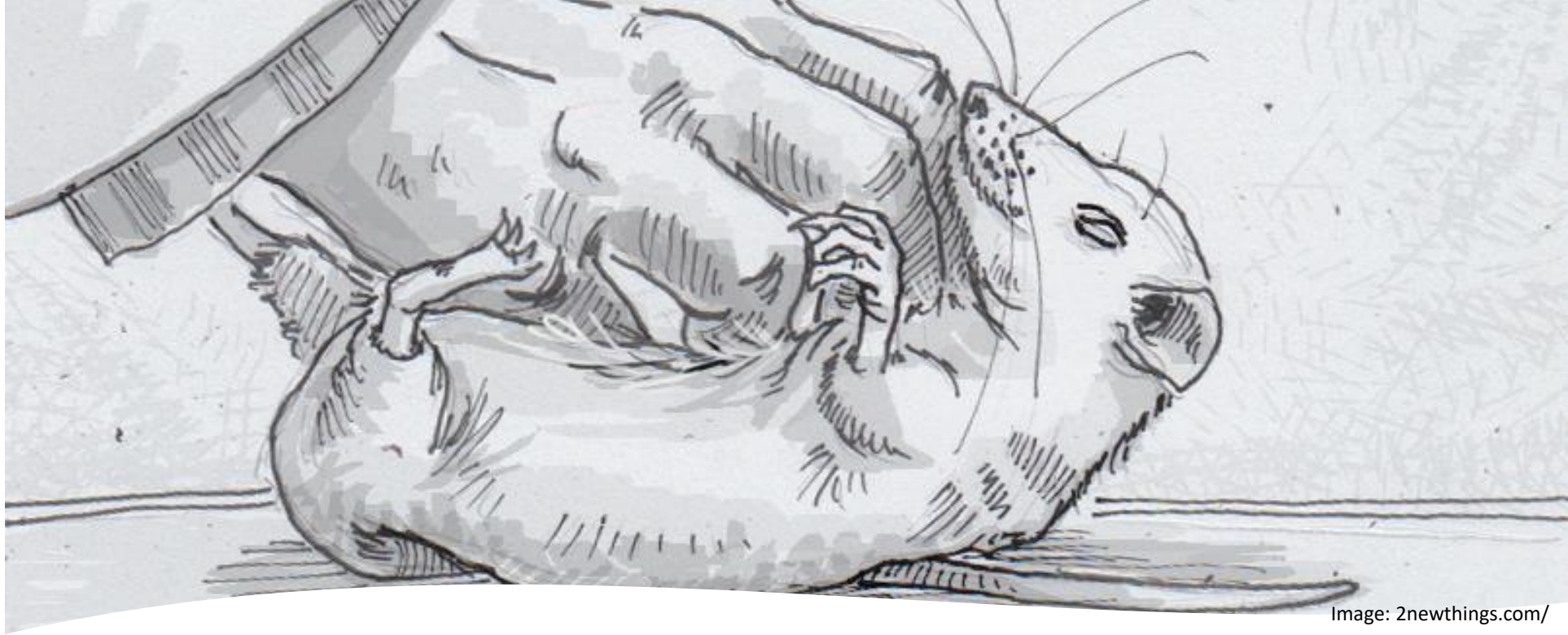


Brian Sutton-Smith (2017): Play as Emotional Survival

ANGER	Contests, competitive games, insults, bullying, etc.
FEAR	Deep play, risk taking, horror stories, games of chance, etc.
SHOCK	Pranks, tricks, rude word play, name calling, April Fool, etc.
DISGUST	Toilet humour, fartlore, obscenities, jokes, etc.
SADNESS	Equated with loneliness: rituals for friendship groups, initiation ceremonies, secret languages, etc.
HAPPINESS	Peak play experiences, performance, beauty contests, fantasy games, etc.

“The opposite of play is
not work but depression”
(Sutton-Smith, 2003)





Jaak Panksepp
(the rat tickler)

The **social joy** of play is
the basis of happiness
and good mental health
(Panksepp, 2005)



Image: Playwork Partnerships

<http://playfriendlyschools.eu/>



Image: Playwork Partnerships

Paying
attention
to the
conditions
for play

- Playing is a defining feature of childhood, and if the conditions are right, it will emerge of its own accord
- Given this, the role of adults is to ensure that the conditions are right
- This includes ensuring **time, space and permission** for free play



Image: Playwork Partnerships

Children
need
enough
TIME to:

- immerse themselves and reach a state of 'flow'
- 'play out' traumatic events, conflicts, feelings of impotence, loneliness, helplessness
- move enough for their bodies to benefit
- spend sufficient time with other children for play narratives to synchronise, time for falling out and coming back together



Image: Playwork Partnerships

A quality
SPACE for
playing
should offer

- material richness and physical diversity;
- loose parts and modifiable space;
- spaces to hide and survey;
- space to move around
- opportunities to play with the senses, their identity and concepts



Image: Playwork Partnerships

PERMISSION:

- Creating conditions that support play requires paying attention to the culture and atmosphere of the space as well as its physical features; often described as **‘an overall playful feel’**
- This is about working proactively to develop a culture that respects and supports children’s free play

A tale of two schools



Image: Lionel Top



Image: TV2 Nord

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