

OMEP Hrvatska „Promjene u RPOO-u –RPOO kao promjena:
odgoj i obrazovanje kao odgovor na novo normalno“

WHAT ABOUT **PLAY**? A ŠTO SA **IGROM**?

12th NOVEMBER 2021



pasi_sahlberg

1 THE STATE OF **PLAY**

STANJE **IGRE**

85%

of parents say kids today spend less time **PLAY**ing than they did when they were their children's age.

roditelja tvrde kako danas djeca sve manje vremena provode u **IGRI**, nego što su oni kad su bili djeca.

80%

of parents believe that children are under pressure to grow up too quickly.

roditelja vjeruje da su djeca izložena pritisku da odrastu prebrzo.

1 of
od 5

children say that they are too
busy to **PLAY**.



djece tvrdi kako su
prezaposleni da bi se **IGRALI**.

Long-term impacts of **PLAY** deprivation include depression, isolation, reduced self-control and poor resilience.

Dugoročni utjecaj nedostatka **IGRE** uzrokuje depresiju, izolaciju, smanjuje samokontrolu i slabu životnu otpornost.

PLAY is an activity that is... intrinsically motivated
intrinzično je motivirana

IGRA je aktivnost koja ...

entails active engagement
podrazumijeva aktivnu angažiranost

2



1



results in joyful experience
rezultira sa radnosnim iskustvom

3



Different kinds of **PLAY**

Različiti tipovi **IGRE**

Structured
strukturirana ↔ Free
slobodna

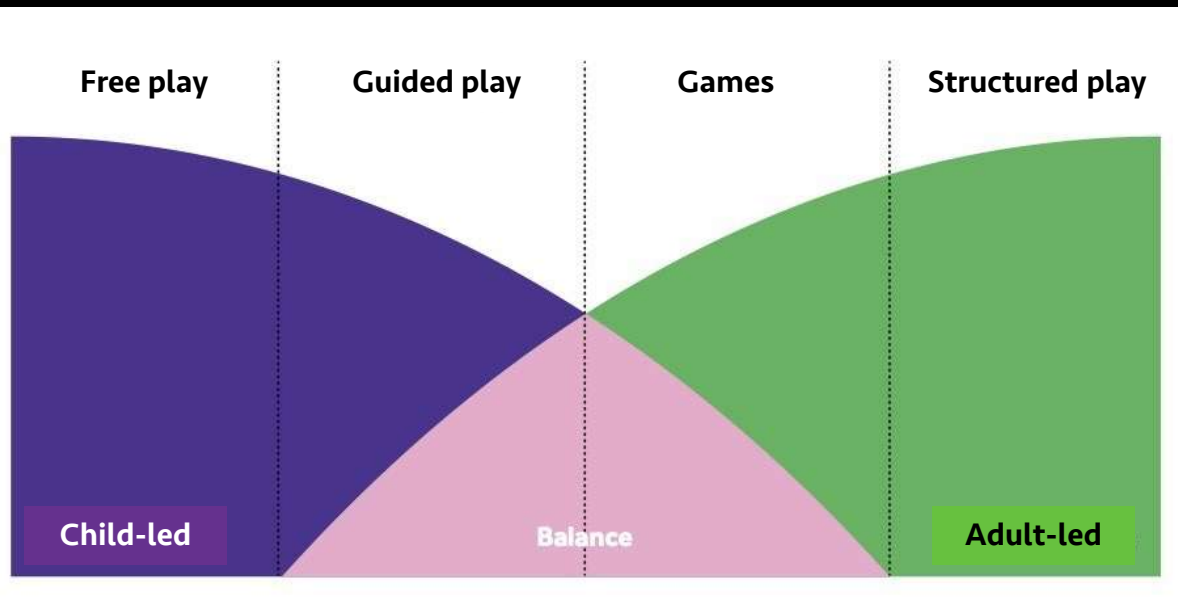
Imaginative
imaginativna ↔ Physical
fizička

Indoor
u zatvorenom ↔ Outdoor
na otvorenom

Individual
individualna ↔ Social
društvena

Find the balance in **PLAY**

Pronađite ravnotežu u **IGRI**

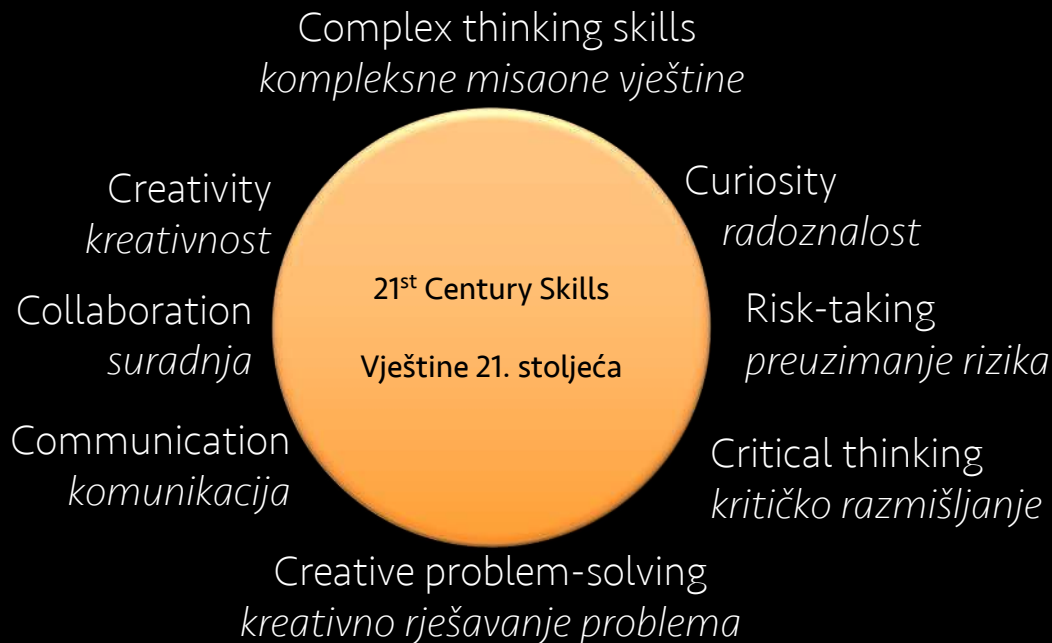


2 THE POWER OF **PLAY**

SNAGA **IGRE**

What the kids need?

Što je potrebno djeci?



Play can help!

Igra može pomoći!

Working memory
radna memorija

Flexible thinking
fleksibilno promišljanje

Self-control
samokontrola

Executive functions
Izvršne funkcije

Creativity
 kreativnost

Collaboration
 suradnja

Communication
 komunikacija

The Power of

PLAY

Snaga

IGRE

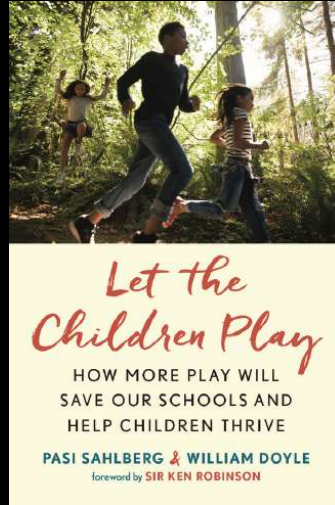
Curiosity
 radoznalost

Risk-taking
 preuzimanje rizika

Critical thinking
 kritičko razmišljanje

Creative problem-solving
 kreativno rješavanje problema

PLAY is essential for a children's social, emotional, physical, and cognitive development. It helps them to make sense of the world around them and discover the world within them.



IGRA je temelj društvenog, emocionalnog, fizičkog i kognitivnog razvoja djece. Pomaže im da shvate svijete oko sebe i otkriju svijet unutar sebe.

DOCTOR'S ORDER: Children Must **PLAY**

*"**PLAY** is integral to a child's education. The importance of playtime for children cannot be overemphasized to parents, schools, and community organizations."*



DOKTOROVA ZAPOVIJED: Djeca se moraju **IGRATI**

*"**IGRA** je integralni dio odgoja i obrazovanja djece. Važnost vremena koje djeca provedu u igri ne može nikada biti prenaglašena ni roditeljima, ni školama ni organizacijama u zajednici."*

DOCTOR'S ORDER:
Children Must **PLAY**

*"The lifelong success of children is based on their ability to be creative and to apply the lessons learned from **PLAY**ing."*

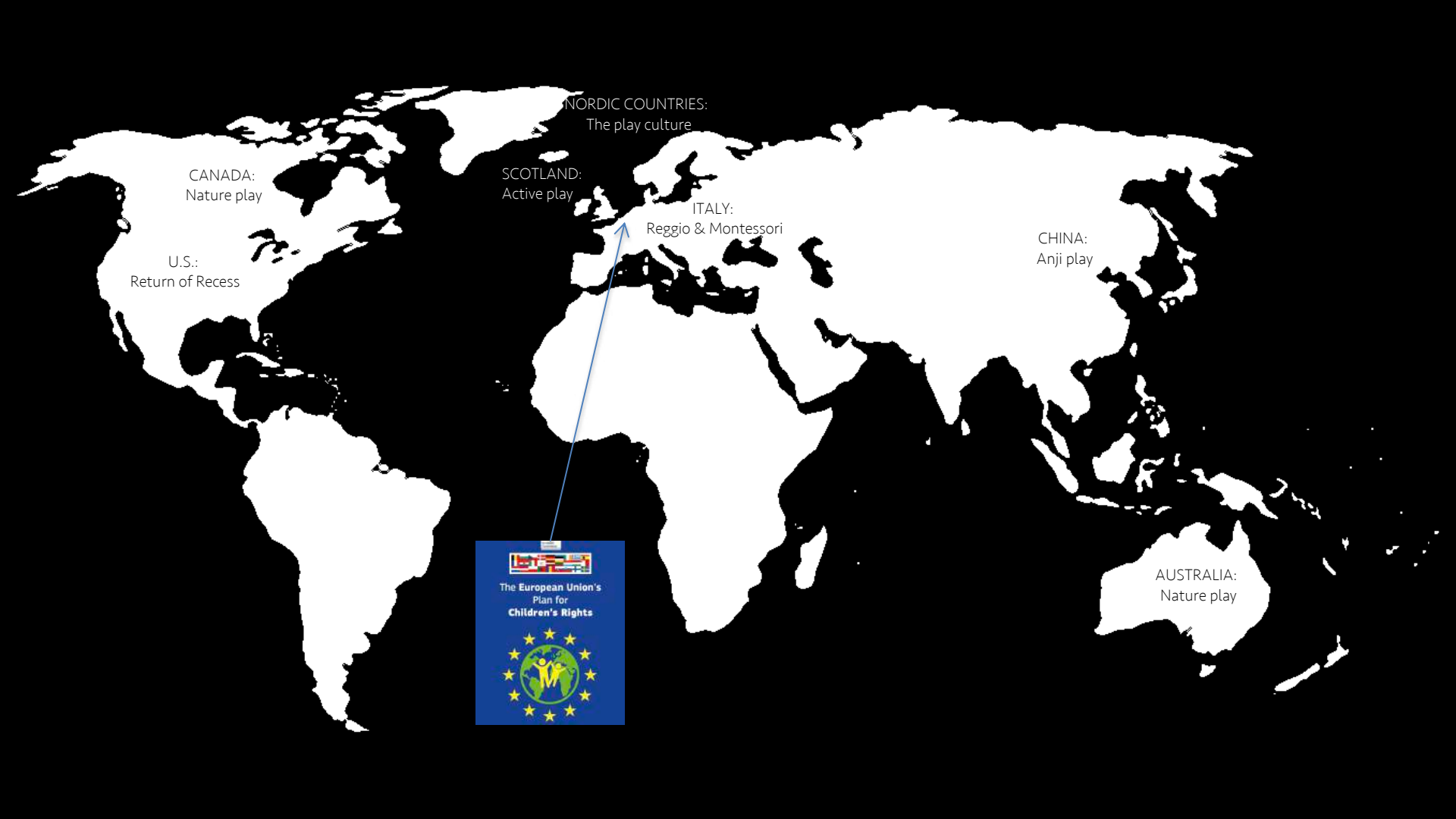


DOKTOROVA ZAPOVIJED:
Djeca se moraju **IGR**ati

*"Životni uspjeh djece se temelji na njihovoj mogućnosti da budu kreativna te da primjene lekcije naučene kroz **IGRU**."*

3 THE RENAISSANCE OF **PLAY**

3 RENESANSA **IGRE**



NORDIC COUNTRIES:
The play culture

CANADA:
Nature play

U.S.:
Return of Recess

SCOTLAND:
Active play

ITALY:
Reggio & Montessori

CHINA:
Anji play

AUSTRALIA:
Nature play


 The European Union's
 Plan for
 Children's Rights

*“If you felt the benefits of **PLAY** when you were a child, I trust you will know in your heart why all children must feel them now.”*

– Sir Ken Robinson



*“Ako ste osjećali korist **IGRE** kada ste bili djeca, vjerujem da znate u dubini svog srca zašto bi ih sva djece morala osjećati danas.”*

– Sir Ken Robinson

What can you do?

Što možete učiniti?

Protect **PLAY** as the right of every child

Zaštitite **IGRU** kao temeljno pravo svako djeteta

Make time for **PLAY** in schools and homes

Kreirajte vrijeme za **IGRU** u školi i kod kuće

Study the power of **PLAY** and educate others

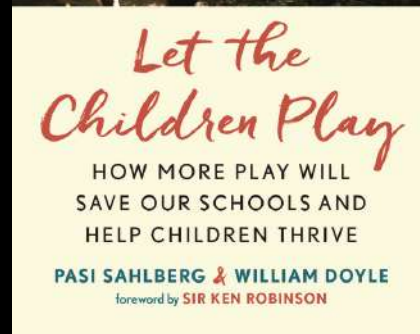
Proučavajte snagu **IGRE** i podučavajte ostale

Choose free outdoor **PLAY** whenever you can

Izaberite slobodnu **IGRU** na otvorenom kada god je moguće

Resources

Izvori



HVALA!

We don't stop playing because
we grow old; we grow old because
we stop playing.

George Bernard Shaw

