Vygotsky and piaget

According to Vygotsy, play serves many functions: Play is gratification

Play has a set of rules that we must follow

Play leads to new learning (Zone of Proximal Development)

Toys are pivots

Play has stagesVygotsky: GratificationChildren have a desire that they cannot fulfill, they gratify that desire through play ONVYGOTSKY & PIAGET SPECIFICALLY FOR YOUFOR ONLY$13. 90/PAGEOrder NowVygotsky: RulesEach play activity has rules that the child must follow even if they do not want to

Paradox of Play

Different from Piaget who saw children as egocentric not socialVygotsky: Zone of Proximal DevelopmentWhen playing the child can do something they would not be able to do without play; different from PiagetVygotsky: ToysToys help make the external/internalVygotsky: StagesSimilar-looking to Piaget (0-3 no play, 3-7 symbolic play, 7-12 games with rules). Based on ability to imagine and to follow and understand social rules

~No Play (0-3) practice/functional play

~Symbolic Play (3-7) constructive/dramatic play- child begins to separate thought from object during play

~Games with rules (7-12)-based on ability to follow, imagine, and understand social rules. Vygotsky: Paradox of PlayPlay brings pleasure BUT we do not just do whatever we want

Each play activity has rules that the child must follow even if they do not want toAccording to Vygotsky rules are_____. Are socially determined but not fixed. Rules become more social as we get older. Vygotsky: Zone of Proximal DevelopmentA person can do something with assistance that they

would not be able to do aloneVygotsky: External to Internal-A child develops the ability to separate thought from action and action from thought

-Children as they develop get better at doing things inside their heads. A mature adult can do complicated operations in his head. Play can help children develop this ability. What are pivots? What purpose do they serve? Toys and other objects act as pivots. Toys work as a help to the child to move from the external to the internal. The toy helps the child picture the object in their heads. The help that one receives to reach a higher level is called_____. ScaffoldingWhat are some examples of scaffolders? Teacher, mother, babysitter, more mature peer, etc. Play can be a scaffolding activity. True or False? TrueAccording to Vygotsky, play:-is social

-is culturally determined

-develops how we think and act

-has rulesAccording to Piaget, play:-is a way of understanding how children think

-consolidation

-stage dependentWhat is happening when children learn a new idea and put that into action through play? consolidationHow is play assimilation according to Piaget? Rather than learning through play, we assimilate something we learned beforeAs our cognitive structures grow, we can play_____ because _____. With more and more complexity because play develops in stagesStages reflect_____ and play reflects_____. Cognitive growth, how the child thinksPiaget Stages: Sensorimotorfunctional play - we do basic motor/physical/repetitive actions (0-2 years)Piaget Stages: PreoperationsSymbolic play or dramatic/construction play - children can create symbolic situations in their heads, but are still basically egocentric (2-

6 years)Piaget Stages: Concrete operationsGames with rules - our growing social awareness allows us to conform to a predetermined set of social rules (6-12 years)Piaget Stages: Formal operationsNo play - We no longer need to play to create these imaginary situations (12 - adulthood)Transition to Symbolic PlayBegin to demonstrate meaningful actions out of their contexts--pretendingSymbolic Play: ConstructionCreating symbols for use in pretend playSymbolic Play: Dramatic (Sociodramatic or Role Play)Taking roles in increasingly complex pretendSymbolic play: Combining Dramatic and ConstructionCreating settings for complex pretendGames with Rules (Piaget)Begin by pretending with game pieces

Learn game actions

Acquire understanding of rules: Turn taking, goals, strategy (how to win, how to keep others from winning)Zone of Proximal Developmentrange of tasks between those that the child can handle independently & those at the highest level they can master through play or with the help of adults or more competent peers. Practice/functional play (Piaget)(birth-2)appears during sensorimotor period & develops into dramatic play in preoperational period (Repetitive practice of play)Games w/rules(7-11)are in concrete operations period & continue into formal operations highest category of play. Children are becoming socialized as reflected in the ability to engage in activities in which rules must be followed

Assimilation & accommodationDramatic/symbolic play(4-7) imitation of reality. Dramatic play enables children to use pretend or fantasy in their play in a more organized fashion as they engage in pretend play in more complex forms. Symbolic play is when an absent object is represented by another object. Differences between Vygotsky and Piaget: StagesPiaget's stages:

sensorimotor period, preoperational, concrete operational, formal operational

Vygotsky's stages: no play, symbolic play, & games with rulesDifferences between Vygotsky and Piaget: Egocentric vs SocialVygotsky: Social

Vygotsky believed that development begins at the social level & moves towards individual internalization. Egocentric speech is seen as a transition between the child's learning language in a social communicative context, & attempting to internalize it as " private" or " inner speech" (i. e., thoughts). For Vygotsky, learning precedes development.

Piaget: Egocentric

Piaget believed that development proceeds from the individual to the social world. Egocentric speech suggests that the child is self-centered & unable to consider the point-of-view of others. Piaget also maintains that development precedes learning. Similarities between Vygotsky and PiagetBoth believed in games with rules

both had stagesPiaget: Play as Cognitively Assimilating Experience¤Stage 1: Functional (Exploratory, Sensory-motor) Activity

¤Stage 2: Symbolic Play(Construction, & Role Play): Representing Experience

¤Stage 3: Games with Rules