

# [The future of childhood article review examples](https://assignbuster.com/the-future-of-childhood-article-review-examples/)

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After taking time to read the articles it was clear that children and the definition of children have radically changed over the course of time. The social role of children including how the general society perceive childhood depends on the prevalence of a dominant environmental norms. For instance, in 19th century children seem to have no definite conclusion of what a real childhood is all about because of how the society portrays childhood in poverty, exploitation and slavery (Clarke). On the other hand, such trend diminishes as the dawn of the century approaches and with the emergence of the industrial revolution, although still with lack of childhood experience, children are associated to similar exploiting environment through hard labor. However, the 20th and 21st century children have more defined childhood due to the fact that playtime and learning became a vital part of one child’s growing up experience.   
Based on the kind of changes that emerge in the social environment, childhood encompasses a description defined by the environment around them. Therefore, childhood defined as the child’s fundamental right to education, playtime and liberty will soon evolve along with the changes that will emerge in the future. It is safe to assume that the future of childhood will have a bigger involvement of technology because of the current generation’s reliance to the technology. For example, children are now exposed to several technologies, which also changed the way they see playtime as appropriate. In the early days, playtime is all about role playing, socializing with other children, going with their parents to help with work and going to school. However, in today’s modern cage, the mere description of childhood entails wide awareness and application of the technologies. Role-playing with other children that is before a literal socializing event is now only taking place within the virtual world of computers, RPG and Play Station. The transitory nature of childhood in the future is still apparent, but they are all influenced by the popular culture and application of technologies, which will also determine the evolvement of childhood going forward the digital age.

## Works Cited

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