



WHAT DO WE PLAY?

GAME LIBRARY FOR AMERICAN CHILDHOOD
AND ADOLESCENCE



What are we playing?

Game library of American childhood and adolescence

“The first relationship of expression and creativity with the subject is the game. The playful drive in mammals is a need to move in order to grow, experimenting to learn, testing relationships to live together”.

Dr. Prof. Raimundo Dinello

Play is a universal activity with crucial importance for people, particularly in the lives of children and adolescents throughout their development. It is through playful exchanges that children establish links and display basic functions such as motor skills, cognition, experimentation and affectivity.

It generates a feeling of well-being and has a significant impact on health. Promotes imagination and creativity, favors social communication skills between peers and intergenerational. It also allows us to elaborate conflicts, fears and frustrations.

Recreational activities are one of the ways in which boys and girls appropriate culture, at the same time that the various contexts of childhood determine the different forms that play assumes, and the importance that their environment gives to this activity.

Playing is a right that all children and adolescents have, and it is recognized in article 31 of the Convention on the Rights of the Child. Despite this, the conditions are not always created for this right to be fully exercised. It is the responsibility of the adult world to recognize this legitimacy, and provide the necessary support; At the same time, governments must work to promote and protect these conditions, paying particular attention to the difficulties faced by children and adolescents in contexts of poverty, disabled, indigenous, or belonging to minority groups.

Within the framework of the International Day of the Game and the International Day for Children and Adolescents of the Americas, the Inter-American Institute for Children and Adolescents of the OAS launches the call “What are we playing? Toy Library of American Childhood and Adolescence”

This call seeks the participation of children and adolescents from all OAS States, through the presentation of typical games from their countries.



Call times:

The call will be open from June 15, 2022.

Bases:

- Those who participate in the call must be girls, boys and adolescents residing in the American continent.
- Submit a game essay of no more than 4,000 characters and a video of no more than 3 minutes.
- Proposals may be submitted by more than one participant.
- Proposals will be received from June 13 to September 30 via email to aquejugamos@iinoea.org
- Proposals are accepted in Spanish, English, Portuguese, French and Guaraní.

The following information must be included in the email:

- Name of the game
- Game instructions
- Pseudonym of the participant or participants
- Age of participant(s)
- Country of residence of the participant(s)
- Country of origin of the game
- Name and email of the referring adult

Selection:

The selection of the games that will be published in the compilation will be the responsibility of the IIN. In the proposals of the games, the simplicity of the explanation, a correct understanding of the game, originality and cultural representation will be sought.

Let's play!



