



Play in the Bible



Development through Play



Effects of Modern Play

What can we do?



PLAY IN THE BIBLE



PLAY IN THE BIBLE

- Prophecy to the city of Jerusalem (Zechariah 8:5)
 - Figure 12 "The streets of the city shall be full of boys and girls playing in its streets."
- Apostle Paul (1 Corinthians 9:24-27)
 - > Uses recreation as an example for self-discipline.

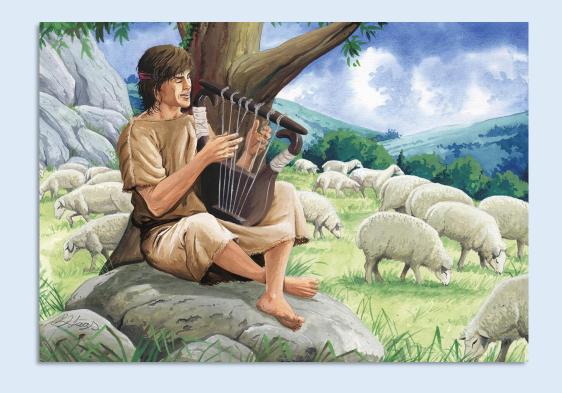


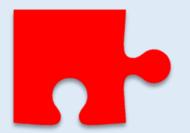


PLAY IN THE BIBLE

• David (1Samuel 16-17)

- > Grew up in the fields tending sheep.
- Was a poet and hymnodist.
- ➤ Overcame lion and bear in his youth.
- > Overcame Goliath.
- Food used David's skills, learned in the fields through play, to show His glory through David's life.







- From birth, child's brain forms connections through stimulation.
- Our goal is to provide as much stimulation as possible to give the brain an opportunity to build those connections.







- WHY DO CHILDREN NEED TO PLAY?
 - ✓ Play helps with physical, emotional, social, and cognitive development.





Physical Development

Development of gross motor skills, fine motor skills, senses, and brain growth.

Emotional Development

Emotional Intelligence: ability to perceive others' emotional state, and to adopt an appropriate response.



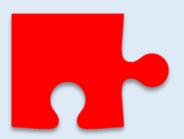


Social Development

Facilitating interaction and communication with others.

Cognitive Development

Includes memory, concentration, attention, perception, imagination, creativity, problem solving and decision making.

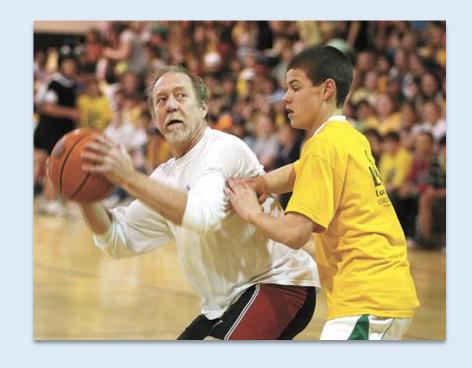


- Play reaches all 4 types of learners.
- Intrinsically Motivating
 - Intrinsic Motivation arises from within the individual. (Students learn for themselves)
 - Extrinsic Motivation arises from outside the individual by external rewards. (Students learn for a reward)





- As a leader, your goal is to help students learn through intrinsic motivation by creating an intrinsically motivating environment.
 - 1. Replace reward with love.
 - 2. Provide intriguing games and activities.
 - 3. Be an example, get involved in games and activities with you students.



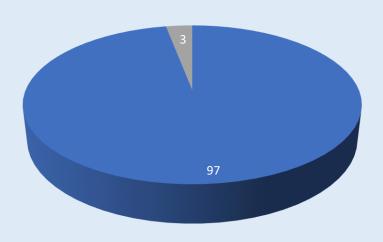




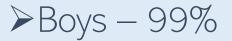
- Play in the 21st century
 - Technology impacts child's development.
 - Average 8- to 10-year-old spends almost 8 hours a day with a variety of media.
 - ➤ Older children and teenagers spend around 11 hours per day with media.







- Play video games
- Don't play video games



➤ Girls - 94%





Addictive

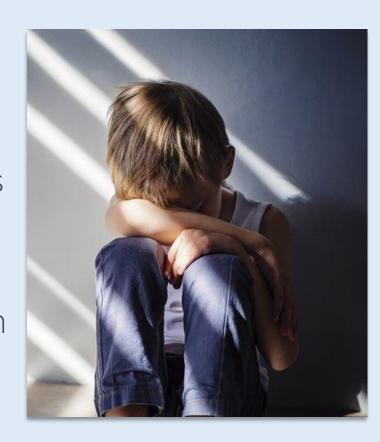
- Rewards in the games, trigger the reward system in the brain to release dopamine hormone which feels good.
- > Higher levels of adrenaline
- > Visually pleasing
 - High levels of contrast
 - Good graphics
- ➤ Good sound effects





Negative Effects

- > Harms Attention Span
- > Increases Aggression
- > Reduces Self-Soothing and Self-Regulation Skills
- ➤ Risk of Depression and Anxiety
- > Reduced Physical Activity
- > Risk of Obesity / Problem with Digestive System
- > Hurts School Performance
- > Limits Interpersonal Interactions





- What causes negative effects of video games?
 - ➤ Autonomic Nervous System
 - ➤ Sympathetic NS vs Parasympathetic NS





BYJU'S FFERENCE BETWEEN SYMPATHETIC AND PARASYMPATHETIC SYMPATHETIC **PARASYMPATHETIC NERVES NERVES** Constrict Dilate pupils pupils Stimulate Inhibit Saliva Salivation Slow Increase heartbeat heartbeat Constrict Relax airways airways Stimulate Inhibit activity of activity of Stomách Stomach Stimulate Inhibit gallbladder gallbladder Stimulate Inhibit activity of activity of Intestines Intestines Contract Secrete bladder epinephrine & norepinephrine

Relax Bladder

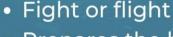
The Autonomic Nervous System Explained



The Sympathetic Nervous System

The Parasympathetic Nervous System

- Rest and digest
- Returns the body to a calm state
- Growth hormones,
 DHEA, Melatonin
- Decreased heart rate and blood pressure
- Repairs the body



- Prepares the body for stress
- Cortisol and adrenaline
- Increases heart rate and blood pressure
- Decreases digestion



- Sympathetic NS is activated
- Energy releases in to a "Fight" response
- Body experiences high levels of stress
- It takes on average 20 to 60 minutes to regulate stress levels.





Positive effects

- ➤ Visual-Spatial Skills
- ➤ Multi-Tasking Skills
- Decision-Making Skills
- ➤ Problem-Solving Skills
- > Educational games help children learn
- > Intrinsically motivating, making video games a great classroom tool



WHAT CAN WE DO?



WHAT CAN WE DO?

- Considering the positive benefits of play, including video games, we can use these benefits as a tool in our ministry.
 - 1. Incorporate technology in our Sunday school lessons.
 - 2. Create visually appealing visuals.
 - 3. Incorporate music, sounds and sound effects into our lessons.
 - 4. Incorporate natural play in our classrooms.
 - 5. Use reward system.





WHAT CAN WE DO?

RESOURCES

Online Games – YouTube

Online Games – that can be modified

In-Class Games

PPT Games





Do you not know that in a race all the runners run, but only one gets the prize? Run in such a way as to get the prize. Everyone who competes in the games goes into strict training. They do it to get a crown that will not last, but we do it to get a crown that will last forever. Therefore, I do not run like someone running aimlessly; I do not fight like a boxer beating the air. No, I strike a blow to my body and make it my slave so that after I have preached to others, I myself will not be disqualified for the prize.





1 Corinthians 9:24-27

Questions?

