

Play Based Learning (Chapter)

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Abstract

Assuming that the game emerged with the existence of humanity, it can be argued that in the historical process, adults' view of the child, economic and social conditions, natural disasters, war and similar disasters shaped with different perspectives. The game, which was considered as important as work in the preparation of young generations to life by the people of the First Age, was accepted as an occupation that helps both children and adults to gain skills, relax and get to know the world in the Middle Ages. Since the 18th century and especially in the 19th century, social consciousness has developed, and childhood and play have begun to be viewed as an important and different aspect of development (Oktay, 2013). In the 21st century, time will show how industrialization and digitalization that started in all aspects of life will affect the child and the game.

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