

Children often engage in playing house during ages three to five⁴. The game consists of two or more children acting out the normal day of a life in a nuclear family. The kids will allot roles to each other which they then have to act out for the remainder of the game. There will usually be two parent figures and others acting as the children. Typically the game is played by females but males can also engage in the game occasionally¹. During the game, each player is usually given tasks to do. For example the father figure might have to go to work and bring back food and money while the other does chores and looks after the children. In situations where there are no boys present, a girl may have to take perform the character of the father. During the game there is a good chance that props will be used. The kids who are performing the role of the mother would probably use pretend kitchen gadgets to cook with or dolls to take care of. Because this is a common way that children play, there are toys that parents can buy their kids to encourage it, like playhouses or mini kitchen sets. The game has no winners or losers, and it has no clear end point until one or more players decide to stop.

During this form of play, kids are exercising object, locomotor, and social play. It is social play foremost because the kids playing the game use each others reactions and build closer relationships between friends. The game is usually not at all strenuous but it involves locomotor play because the players act out tasks during the game. Finally it counts as object play when the players use props in the game. The benefits are that players develop better social skills, problem solving skills, and creativity^{2,3}. Being that the players are using their imagination to act out other characters, it is also a great way for kids to learn empathy. In pretend games like House, kids have a safe space in which they can learn about how others will react to their actions. For that reason playing house also benefits children by teaching them good social etiquette and manners². Since the game does not require props there is almost no cost to the players except their own time.

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Photo Source:

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