

An ideology of play termed Anarludichism

Anarludichism - The theory of a person controlling their free play not by submission to other people, organisations or society but by the free agreements concluded between the individual and other persons that is freely constituted for the sake of satisfaction of the infinite variety of needs and aspirations of the playing person

Anarludichism is a new developing ideology of free play based on how people, in particular children and young people, can have control over their lives through play. Any person in total control of their free play is described as an **Anarludichist**. Free play has been defined as:

“Pure free play is where the individual person (child, young person or adult) through the interplay of all their powers (body and mind) has complete internal and external control of the organisation, goals, time, freedom, spontaneity and choice of their play”

(King 2005,2007)

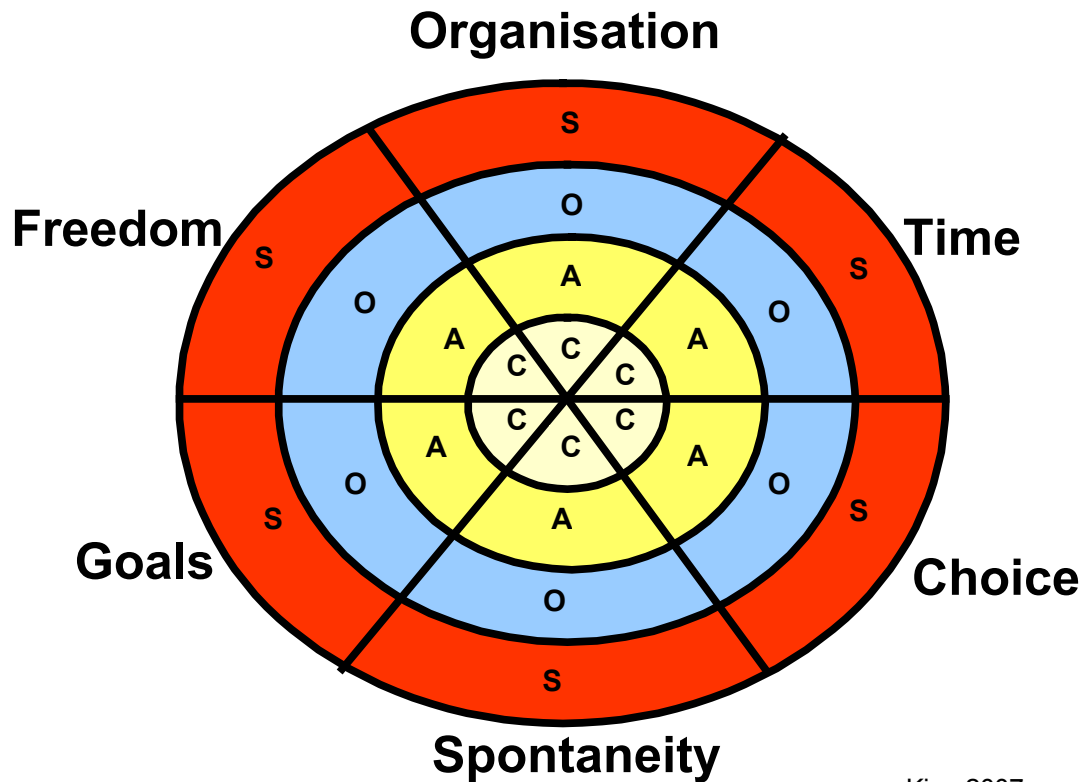
Therefore an **Anarludichist** is:

A person playing who is in complete control of their free play and thus controlling their life through free play

Often however, the child's free play is can be controlled by one or a combination of four factors:

- The Child
- The Adult
- The Organisation
- The Society

This interaction of a child's perception and control of their free play (organization, goals, time, freedom, spontaneity and choice) with that of adults, organisations and society is shown in the CAOS Free Play System:



Ideally it is the individual child or young person who has control over their six factors of free play supported by adults, organisations and society as and when the child needs/requests the support. Often however, the child's free play is influenced where:

- The child's six factors are restricted by adults, organisations and society
- The child's six factors are controlled by adults, organisations and society or a combination between the three
- A combination of above
- Other children may restrict and/or control a child's six factors of free play