

科学研究費補助金（新学術領域）2010-2014

『ネアンデルタールとサピエンス交替劇の真相：学習能力の進化に基づく実証的研究』

A02 班「狩猟採集民の調査に基づくヒトの学習行動の特性の実証的研究」

第3回班会議・研究会

2011年2月18日（金）

於：神戸学院大学・ポーアイキャンパス

A号館 4F 第2中会議室

【班会議】 10:30 – 12:30

10:30 – 11:30 班会議：19-20日の大会について、来年度の計画、他

11:30 – 12:30 ミニ研究会：島田 将喜さん（帝京科学大学）、金子 守恵さん（京都大学）  
による自己紹介と研究の紹介

【昼食】 12:30 – 13:30

大学構内のレストラン「ジョリポー」にて  
※各自ご持参いただいてもかまいません。

【研究会】 13:30 – 18:00

13:30 – 14:30 外国人研究者の自己紹介

**Barry S. Hewlett** (Department of Anthropology, Washington State University)

**Bonnie Hewlett** (Department of Anthropology, Washington State University)

**Yasmine Musharbash** (School of Social and Political Sciences, the University of Sydney)

14:30 – 15:45 研究発表 ①

**Adam Howell Boyette** (Ph.D Candidate, Washington State University)

**The Nature of Play Among Aka Forest Forager and Ngandu Farmer Children of the Central African Republic**

15:45 – 16:00 (休憩)

16:00 – 17:15 研究発表 ②

箕浦康子 (お茶の水女子大学 名誉教授)

「道具、身体、脳:～子どもの遊びと感覚統合との関連～」

**Tools, Body and Brain: In Reference to Children's Play and Sensory Integration**

17:15 – 18:00 総合討論

18:45 頃 ～ 懇親会 (JR・阪急三ノ宮駅界限にて)

※ぜひご参加くださいませ。

【発表要旨 ①】

## **The Nature of Play Among Aka Forest Forager and Ngandu Farmer Children of the Central African Republic**

**Adam Howell Boyette**

Ph.D Candidate, Washington State University

Play is a ubiquitous activity among the young of most mammalian species, and is clearly a central feature of the lives of human children. It has therefore been hypothesized that play is an adaptation, having increased the chance of survival of those individuals who played over evolutionary time. Play is complex and variation is among its core features. The adaptive nature of specific types of play is not always clear, though evidence suggests that with greater sociality and greater cognitive abilities there is greater complexity to play. There is little research on children's play across human cultures, though enough exists to say there are universal play types and there is variation between cultures and between sexes within and across cultures. This study is the first systematic, observational study of children's play across childhood (years 4 through 18) in two cultures. The Aka are a mobile, foraging people whose culture emphasizes egalitarianism, sharing, and autonomy, whereas the Ngandu have an economy based on farming and commerce, and emphasize hierarchy, materiality, and obedience in their cultural values. Play was coded as social, solitary, or as emulation of true productive activities. Individual activities were further categorized into 11 types of play and 12 types of emulated activities. Ngandu children spend significantly more time in play than Aka children across childhood, though both play less frequently with age. Play types such as object play, exploration play, and chase play show similar patterns across cultures and sexes, and decrease linearly with age (universals), whereas rough and tumble play is more frequent in boys than girls in both cultures (sex-specific). In general, Ngandu children are found to have greater variance in time spent in different types of play, and greater sex differences (culturally-determined). Cultural, sex, and age patterns in children's play are explained in reference to human biological and cultural evolution, and the implications for social learning and cultural transmission are considered.

【発表要旨 ②】

**Tools, Body and Brain ~In Reference to Children's Play and Sensory Integration~**

箕浦 康子

お茶の水大学 名誉教授

**Yasuko Minoura**

**Professor emeritus, Ochanomizu University**

This presentation consists of two parts. In the first part Ayres' theory of sensory integration on the mental and physical development through children's play is introduced as a possible hint to explore appearance of motor and cognitive capability to produce Mousterian stone tools by Homo Sapiens Neandertalensis. The four stages of sensory integration from birth to around age seven are discussed along with treatment to let children, who suffer from the underdevelopment of sensory integration, learn how to use their body. The second part focuses upon human hands as key body parts for tool-using and -making behavior and indicates how precision grip differs from power grip in terms of activation of motor neurons. The presentation suggests that the Hand Test, a projective test developed in the field of clinical psychology, may be employed to collect data about how children use their hands in hunting-gathering societies in order to estimate how Neandertalensis use their hands.