**Agents and Processes of Socialization**

Objective: Students can identify/explain 4 agents of socialization and 3 how people change their socialization.

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| Main Idea | Details | Connection- ‘your story’ |
| 4 major agents in childhood & adolescence | \***Family**- usually primary and instills values, norms, beliefs, etc.  \***School**- discipline, order, cooperation, etc.  \***Peer Groups**- clubs, cliques, sport’s teams, etc.  \***Mass Media**- internet, TV, movies, etc. |  |
| Hidden Curriculum | \*the informal and unofficial aspects of culture taught in school. |  |
| Desocialization | \*Process of giving up old norms, values, etc. often through ***total institutions***. |  |
| Resocialization | \*Process of adopting new norms, values, etc. |  |
| Anticipatory Socialization | \*Changing norms, values, behaviors, etc. to fit into an upcoming ***reference group***. |  |

Activity: TV/Movie and Real Life:

1. Choose a TV/Movie (not anime, sci-fi, or anything unrealistic) and watch a scene for 5-10 minutes.
2. Observing the people, language, material culture, etc. make notes about what is ‘realistic’ or ‘not realistic’ compared to your views of society.
3. Create a finished product that includes the TV/Move, Realistic/Not Realistic, and support your reason. Post on our TEAM Channel.

Example:

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| *Atypical* | Realistic | I found the show to be mostly realistic because the characters used language that I thought was age appropriate. Also, the teenagers eat pizza, experienced parental/peer conflict, and sometimes struggle to deal with ‘adult’ issues. |