

## Personality Development

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- ✓ In each stage a person faces certain conflicts and challenges.
- ✓ People must modify their personalities in order to adjust successfully to their social environments.
- ✓ This process begins in childhood.
- ✓ It is greatly influenced by the parents' attitudes and actions.
- ✓ A child's success in the early stages depends largely on the parents.
- ✓ It is an ongoing process that is never final.

### **1. Trust vs. Mistrust**

- ✓ Establishing a basic sense of trust.
- ✓ Infants are challenged to develop trust in those they meet.

#### **TRUST**

- ✓ To develop a sense of trust in your infant:
  - Respond quickly
  - Hold him/her
  - Cuddle him/her
  - Play with him/her
  - Talk to him/her
  - Love him/her
  - Care for him/her
- ✓ Then the infant sees the world as a safe place and other people as helpful and dependable.

#### **MISTRUST**

- ✓ Develops from receiving inconsistent care.
- ✓ Develops from receiving little love and attention.
- ✓ Allows fear and suspicion to develop toward the world and everyone in it.

### **2. Autonomy vs. Shame**

- ✓ 2 and 3-year-olds

#### **AUTONOMY**

- ✓ Develops a sense of independence.
- ✓ Allows children to develop minds of their own.
- ✓ Fosters SAYING NO!
- ✓ Allows children to practice new motor skills; they want to do everything themselves.
- ✓ Lets them practice life skills and make simple choices.
- ✓ Gives them a sense that they can control their own behavior and environment.
- ✓ Builds confidence.
- ✓ Encourages the growth of self-esteem .
- ✓ Gives children the desire to look forward to meeting greater challenges.

#### **SHAME**

- ✓ Doesn't allow children to do things for themselves.
- ✓ Makes them doubt their abilities.
- ✓ Means always criticizing and scolding children for not being perfect.
- ✓ Questions their worth and abilities to control themselves and their world.
- ✓ Makes them view themselves and the world in shame and doubt.

### **3. Initiative vs. Guilt**

- ✓ Four and five-year-olds

#### **INITIATIVE**

- ✓ Gets children interested in new activities.
- ✓ Allows children to spend time imagining what they want to do, then think of ways to do those things.
- ✓ Is something that parents can foster.

- Teaches children to ask questions, find answers, and form concepts.
- Responds positively to child's ideas.
- Offers approval and encouragement.
- Lets children know that their ideas, questions, and concepts matter to others.
- ✓ Children need chances to create play ideas and put them into action.

**GUILT is caused by:**

- ✓ Parents scolding instead encouraging.
- ✓ Children's play ideas not being praised.
- ✓ Belittling and ridiculing of children
- ✓ Punishing children for acting on their ideas
- ✓ No encouragement to think or be creative
- ✓ Parents conveying to children that their ideas are not valuable or worthwhile
- ✓ The child feeling less confident.

**4. Industry vs. Inferiority**

- ✓ 6 to 11-year-olds
- ✓ Children are capable of deductive reasoning
- ✓ Learning to follow rules
- ✓ Children become interested in how things are made, how they work, and what they do
- ✓ Parents are no longer the only influence on their lives; friends and teachers are also major influences.
- ✓ School atmosphere can make a difference.

**Industry**

- ✓ Is the capacity to make a productive effort.
- ✓ Parents can:
  - Encourage children to do, make, or build projects
  - Stress the importance of seeing a task through to completion
  - Praise and reward children for their efforts

**Inferiority**

- ✓ Is feeling incapable of succeeding in their efforts
- ✓ Is feeling less worthwhile and valuable
- ✓ Is being discouraged from doing and making things on their own
- ✓ Is not being praised for their accomplishments; feeling that they can not do anything right.
- ✓ Is passively accepting failure or misbehaving to compensate.
- ✓ Is seeking criticism for doing things wrong—at least they will get attention