Social Structure

Social Structure

- Social Structure
  - The network of interrelated statuses and roles that guide human reaction
- Status
  - A socially defined position in a group or society
- Role
  - The behavior (including the rights and obligations) expected of someone occupying a particular status

Status

- Ascribed Status
  - Statuses that are assigned and beyond a person's control
  - Not based on abilities, efforts, or accomplishments

- Achieved Status
  - Statuses acquired by an individual through their actions and efforts

Status

- Master Status
  - The status that plays the greatest role in a shaping a person's life and determining their social identity
  - Can be achieved or ascribed
  - Can change over time

Roles

"You *occupy* a status, but you *play* a role" - Ralph Linton

Humans play many different roles each day as expectations of behavior are different for the various statuses we occupy.

- Role Theory
  - Like a play, each role has props and is performed in a certain setting

Roles

- Reciprocal Roles
  - Roles that require corresponding roles that define the patterns of interaction
  - Ex: doctor-patient, teacher-student, employer-employee, etc.
- Role Expectations
  - The socially determined behaviors expected of a person performing a role
  - Ex: parents are expected to provide physical and emotional security for their children, police officers are expected to uphold the law, doctors are expected to treat their patients with skill and care, etc.

Roles

- Role Set
  - The different roles attached to a single status
  - Ex: Son, brother, husband, teacher, coworker, employee, band member, friend, neighbor, gym member, citizen, customer, and probably a lot more

Roles

- Role Conflict
  - When fulfilling the role expectations of one status makes it difficult to fulfill the role expectations of another status
  - Ex: to be a good employee you need to go to work, however to be a good parent you need to stay home and take care of a sick child.

- Role Strain
  - When a person has difficulty meeting the role expectations of a single status
  - Ex: A student is tardy to school because they had to drive their little sibling to elementary school

Social Institutions

- Social Institutions
  - When statuses and roles are organized to satisfy one or more of the basic needs of society
    - Physical and emotional support, transmitting knowledge, producing goods and services, and maintain social control

Social Institutions

- The Family
  - responsible for raising the young and teaching norms/values
- The Economic Institution
  - organizes the production, distribution, and consumption of goods and services
- The Political Institution
  - The system of norms that governs the exercise and distribution of power in society
- Education
  - Ensures the transmission of values, patterns of behavior, and certain skills and knowledge.
- Religion
  - Provides a shared, collective explanation of the meaning of life

Know Your Role – 15 points

Create a set of 2 action figures or 4 role playing cards that represent the various status/roles that you take on.

Action Figure

- Draw the figures in the individual packaging
- Include the accessories (props)
- The packaging must include the setting and description of the role
- Half page each

Role Playing Cards

- Draw the cards (props must be visible in the picture)
- List the abilities of each role
- List the weaknesses and strengths
- List the settings that this role is most effective in and least effective in (role conflict)
- Quarter page each

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Moss

OPERATING SYSTEM	Windows 8 (Beta), Linux, Mac OSX, Chrome OS, Windows 9 (Beta)
WEAPON	Flaming Abracadabra
DISLIKES	Music/Swimming
SKILLS	Basic IT, Advanced IT, Elite IT, Epic IT, Cosmic IT, Game System Breaking IT
EQUIPMENT	Nice pressed clothes, Pie Chart Hairstyle, iPhone

STRENGTH 2
WISDOM 18
REFLEXES 4

The IT Crowd — Series 1-4 Special Edition

MAURICE THE DESTROYER

WEAPON	The Sword of Tnetennba, Ladder O' Moths
NEXT OF KIN	Zenith & Quasar
LAIR	The Den of the Dragons
MOTTO	"The portal that remaineth closed is a happy one"
ALTERNATIVE MOTTOS	"Oh, it is on, my friend!"
	"It's destroyin' time!"

STRENGTH 20
WISDOM 4
REFLEXES 12

The IT Crowd — Series 1-4 Special Edition

Peter Quill, Star-Lord — 2 🔴 ⚪

Legendary Creature — Human Mercenary

Whenever Peter Quill, Star-Lord attacks, gain control of target artifact for as long as you control Peter Quill, Star-Lord.

Sacrifice an artifact: Put Peter Quill, Star-Lord on top of your library.

4/3

416/556 P
NAMECCHAN

Gamora, Galactic Danger — 🔴 ⚪ 🔵

Legendary Creature — Zen Whoberi Assassin

First strike

Creatures your opponents control can't block unless their controller pays ② for each blocking creature.

Gamora, Galactic Danger gets +1/+1 for each creature blocking it.

3/2

436/556 P
NAMECCHAN

Journal #8

Which group of people do you most regularly spend time with? Why are you a part of this group?

Which group of people do you prefer to spend time with? Why? And why are you a part of this group?

Unit 3: Culture and Social Structure Table of Contents

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10. Groups within Society Notes

Groups Within Society

Groups Within Society

- Every individual in society participates in groups
- Groups and group activities are the foundation upon which social life is structured
- Groups can be 2 people or 1000s of people
- Groups can be intimate like family, formal like a business, or informal like acquaintances.

Features of Groups

1. Groups must consist of two or more people

2. There must be interaction among members

   Interaction occurs when the actions of one person cause another person or persons to act

3. Group members must have shared expectations

4. Group members must possess some sense of common identity

Not Groups

- #2-4 differentiate a group from an aggregate or social category

- Aggregate
  - When people gather but lack organization
  - Ex: Passengers on a plan, crowd at a baseball game, in line for movie

- Social Category
  - A means of classifying people according to shared trait or status
  - Ex: Students, women, teens, left-handed people
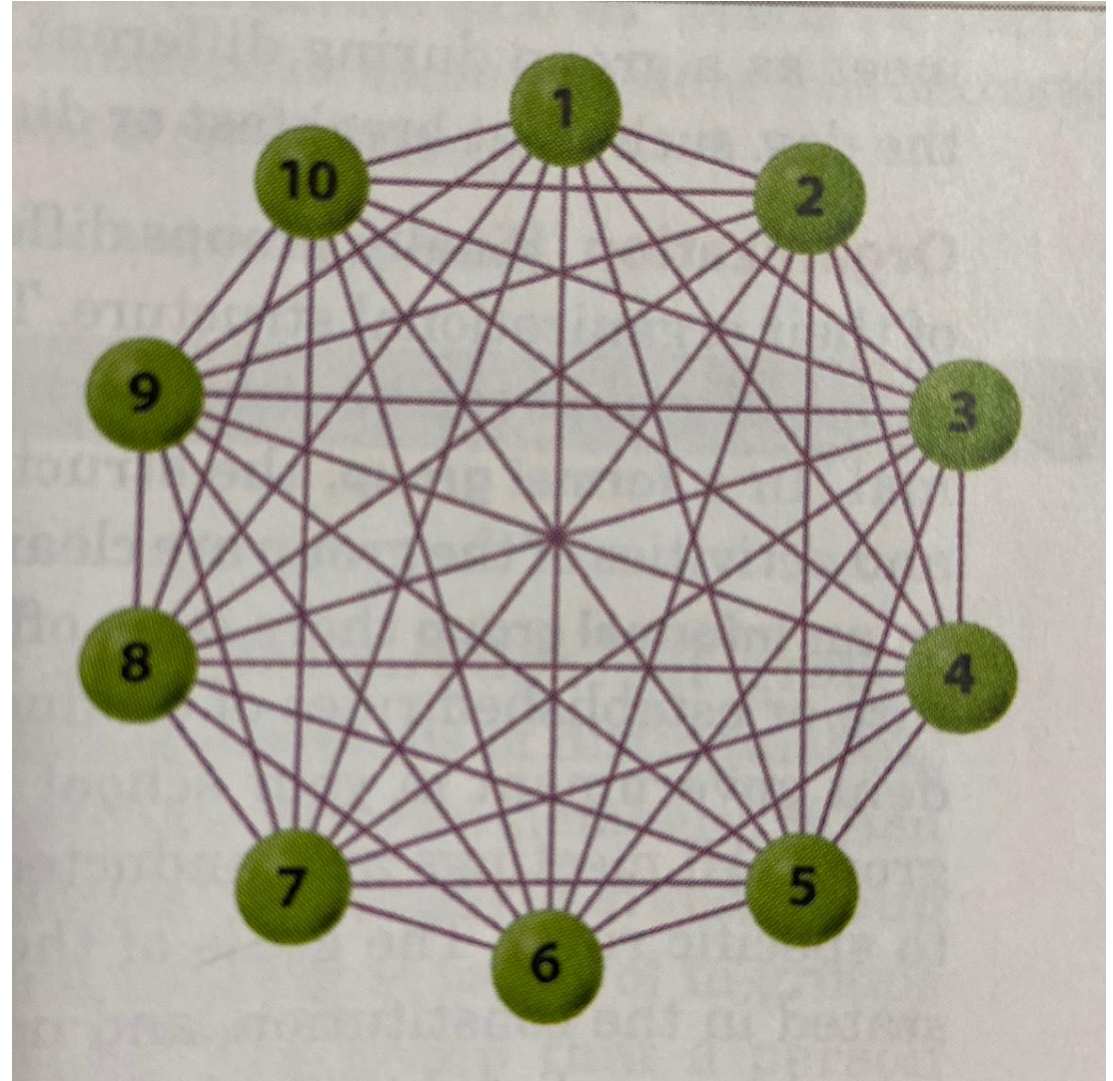
Group Size

- Dyad
  - The smallest group possible with only 2 members
  - Each member has direct control of the group's existence
  - Decision making can be difficult because one must convince the other or the group may cease to exist
- Triad
  - 3 Person group
  - The group is independent of any individual member. One person can't disband the group
  - Decision making is easier due to 2-1 alliances

Group Size

- A group is considered small when there are few enough members that everyone is able to interact on a face-to-face basis.

- A group of 10 members allows for 45 face-to-face relationships

Group Size

- Sociologists agree that 15 is the largest number of people that can work well in one group.

- When the group is larger than 15, the members tend to divide into smaller groups

Time

- Groups differ in the length of time they remain together
- Some meet once and never meet again
- Some exist for many years (such as family)
- Regardless of the life of the group, interaction is not continuous
- Few people spend 24 hours a day in a group setting, even with their families

Organization

- Formal Group
  - The structure, goals, and activities are clearly defined

Organization

- Informal Group
  - There is no official structure or established rules of conduct

Primary and Secondary Groups

- Primary Group
  - A small group of people who interact over a relatively long period of time on a direct and personal basis
  - The relationships are intimate and face-to-face.
  - Informal

Primary and Secondary Groups

- **Secondary Group**
  - A group in which interaction is impersonal and temporary
  - A member's importance to the group lies in the function performed in the group
  - An individual member can be replaced easily

Reference Groups

- Reference Group
  - Any group that individuals identify with and whose attitudes and values they adopt
  - People usually perform their social roles and judge their own behavior according to standards set by a particular group.
  - They do not have to belong to this group.
  - People identify with this group's standards and attitudes, the group influences their behavior.
  - A person's reference can groups change over time
  - For many students, groups of friend or school clubs serve as reference groups

In-Groups and Out-Groups

- In-Group
  - A group that a person belongs to and identifies with
  - Members tend to separate themselves from other groups through the use of symbols
  - Members view themselves positively while viewing out-groups negatively
  - Feelings of superiority often lead to competition with out-groups
- Out-Group
  - Any group a person does not belong or identify with

Electronic Communities

- Electronic Community
  - People interact with one another regularly on the internet
- Social Networks
  - Include both direct and indirect relationships
  - We have direct relationships with those whom we interact with in our primary and secondary relationships
  - We have indirect relationships with people we know or who know us but with whom we have little or no interaction
  - Unlike groups, social networks do not have clear boundaries and do not give rise to a common sense of identity
  - They do provide us with a feeling of community and opportunities for social interaction and career advancement