

Paper 1: Culture & Social Processes Knowledge Organiser

- **Culture** means the way of life of a particular group or society. It is made up of norms and values.
- **Values** are things that are deemed worthwhile in society e.g. respect, money, education.
- **Norms** are expected ways of behaving. Unwritten rules e.g. queue, raise your hand in class.
- **Socialisation** is the process of learning norms and values.
- The **Agents of Socialisation** are the institutions in society that teach us norms and values.
- Socialisation happens through:
- **Imitation** – we copy role models e.g. parents
- **Sanctions** - rewards and punishments
- **Direct instruction** – we are told what is acceptable
- **Primary socialisation** refers to the first norms and values we learn from our family, e.g. using a knife and fork, how to speak etc.
- **Secondary socialisation** is when the other agents of socialisation build on this e.g. education, media, religion, workplace, peers
- Sociologists believe in **nurture** more than **nature**. We are who we are because of our upbringing, not simply our biology.

- **Feral children** are evidence of nurture as they are unsocialised children.
- Cultural diversity is evidence of nurture as it shows behaviour is not biological – every society would be the same if it was.
- **Identity** is how you see yourself and others see you. Identity is made up of your gender, class, ethnicity, age, sexuality etc. These are all learnt characteristics through socialisation.
- **Gender** refers to the norms followed linked to masculinity and femininity e.g. clothes or activities that are adopted. It is different to **sex** which refers to biological characteristics.
- **Social class** is your position in society based on your wealth. Different social classes have different norms and values. You usually follow the class of your parents.
- **Ethnicity** refers to someone’s cultural background including their religion, language, food, clothes, customs and activities. It is different to **race** which refers to physical features such as skin colour.
- **National identity** is how you link yourself to a particular nationality e.g. British.
- **Roles** are the parts we play in society e.g. wife, mother, friend, student, teacher. Each role has norms and expectations associated with it.
- **Role conflict** is when two roles clash e.g. mother and teacher.
- **Status** is your position in society based on influence and power.
- **Ascribed status** is that which you are born with e.g. inherited wealth or heir to the throne.
- **Achieved status** is that which you earn for yourself e.g. grades in school, a university degree.

	Gender	Class	Ethnicity
Family	<ul style="list-style-type: none"> • Parents are role models (imitation) • Canalisation – toys, colours, activities 	<ul style="list-style-type: none"> • Class-based values are learnt from parents • Parents encourage activities and hobbies 	Families shape: <ul style="list-style-type: none"> • Language • Religion • Customs • Clothing • Food
Education	<ul style="list-style-type: none"> • Uniforms • Space • Subject choices • Role models 	<ul style="list-style-type: none"> • State v private schools • Hidden curriculum • Expectations (labelling) • Cultural capital 	<ul style="list-style-type: none"> • Ethnocentric curriculum • Expectations (labelling)
Peer Group	<ul style="list-style-type: none"> • Role models & imitation • Sanctions e.g. making fun, isolating, praise 	<ul style="list-style-type: none"> • Likely to be similar • Values • Activities/ hobbies • Archer (brands) 	<ul style="list-style-type: none"> • Likely to be similar • Values • Activities/ hobbies
Media	<ul style="list-style-type: none"> • Representation of gender roles • Women often marginalised • Decision-makers are male 	<ul style="list-style-type: none"> • WC people less represented • Narrower roles • Decision-makers are middle/upper class 	<ul style="list-style-type: none"> • Stereotypical representation • Decision-makers are white • Over-represented in crime stories