Doi: https://doi.org/10.37547/tajssei/Volumeo3Issue11-06

IMPACT FACTOR 2021: 5. 857

OCLC - 1121105668



Pedagogical Analysis And Methodology Of Children's Games

Salimjon Valievich Yuldoshev (PhD) Fergana State University, Uzbekistan, Fergana city

Journal Website: https://theamericanjou rnals.com/index.php/ta

Copyright: Original content from this work may be used under the terms of the creative commons attributes 4.0 licence.

ABSTRACT

Children's games, regardless of their form, theme, direction, whether with clay, wood, rope, any of them, played the role of a specific professional school in preparing a child for family and life, household and household chores, life in general. The noble dream of every ancestor is to bring up a healthy, smart, mobile and courageous generation. The role and significance of various children's games in this regard are incomparable.

The article examines the scientific, pedagogical and methodological aspects of folk games, which are the basis for the formation of modern sports.

KEYWORDS

Emotional, imaginative, methodical, creative activity, movement experience, creative performance, attributes, fast, intense running, physical activity, coordination of movements, rhythmic running, crawling, jumping, intense movements, movement games, complex training, movement exercises, "Five stones", physical development, motor skills, functional activity of the body, emotional vigor.

INTRODUCTION

Children's play is mainly reflected in the professions and economic activities of the local population. That is why appear children's toys,

household items, household appliances, hunting weapons, etc.

Doi: https://doi.org/10.37547/tajssei/Volume03Issue11-06

IMPACT FACTOR 2021: 5. 857

OCLC - 1121105668

Moving games are a complex educational process, which is important. The physical activity of children, which is the basis of this process, has a positive effect on physical development, the formation of motor skills and physical qualities, strengthening health by increasing the functional activity of the body and enhancing the feeling of emotional joy. Motor games as one of the main tools and methods of physical education help to effectively solve the above tasks.

Some games are mainly divided into games for girls (guest-guest, child-boy, ball, throwing), while others are divided into types of games that are typical for boys (stalk, wrestling, steam, password, war-war, horse donkey riding). There are also games where girls and boys can participate in the mix.

There are features of the development of the main types of movement in preschoolers. At this stage of training, with the expansion of motor skills and skills, the development of physical qualities (speed, endurance, mobility, etc.), it is possible to more successfully master both the elements of the exercise in general and the elements of the exercise, the technique of movement. Children from five to six years old will have a certain preparation for a conscious understanding of the tasks assigned to them, assessment of the situation and the ability to control their actions, so that verbal instructions and explanations can develop strong knowledge and skills in motor activity of preschoolers.

Fast, intense jogging should end with a gradual decrease in physical activity, and the step will go to a slower walking, which will help normalize the heart rate. The sudden transition from fast movement to a static position (standing or sitting) can create an unpleasant situation for a poorly trained cardiovascular

system, which should be considered when working with children.

MAIN PART

Motor games are a method for improving motor skills and physical qualities previously acquired by children. During the game, the child focuses on achieving the goal, and not on the way of performing the action. He acts in accordance with the conditions of the game, showing agility and at the same time improving his movements. So, for example, the game "The Wolf in the Cliff" is given after the children learn to run and jump for a long time.

Play is considered a key activity in the all-round development of children. The more a child plays at a young age, the more positive results he has in school and then in work. Play is a vivid form of a child's activity, in the process of which his will, feelings, needs, interests, impressions, that is, his whole personality, are formed.

The rules of the game are of great educational value. They determine the course of the game, regulate the motor activity of children, their behavior, interactions, help to educate moral and volitional qualities. The rule is in the game. creates certain conditions. At the same time, the child cannot stand without showing those qualities that are formed in him when guiding the game.

Thus, it is important not only to choose the right game, but also to conduct it at a level that will be very effective. In practice, you can constantly change the way of organizing the game: the teacher must very competently organize the games, depending on the structure of the games and the nature of the actions, and take into account all the activity of children in general.

Published: November 30, 2021 | Pages: 36-40

IMPACT FACTOR 2021: 5. 857

OCLC - 1121105668

Below is a methodological analysis of the order of children's games.

Doi: https://doi.org/10.37547/tajssei/Volumeo3Issue11-06

- 1. **Tyrandozlik** (golden ball) was held in a specially prepared place. A place for shooting exercises will be prepared. According to the rules of the game "Golden Ball" for 1-2-meter logs, a ball is inflated at the end of the tree. The sniper who hits the ball ("Golden Ball") hanging at the end of the tree with an arrow of a bow will receive a special prize.
- 2. "Barg koshanak" (search for the marked leaf), the game is one of the seasonal games that is played mainly when the leaf of the tree is completely written. This game is mainly played by boys and girls, who are divided into groups, the groups will have to cut off the leaves, marked with a specific marker by the leader. What remains to be chosen is secretly determined in advance by the game manager. The winners are those who find the marked leaves and bring them back. This game evokes a sense of creativity in young people.
- 3. Lappak In this game, the lappak (a piece of stone or pottery) must be thrown by hand so that the rectangle is divided into equal squares so that the piece does not go out of the squares. It helps children develop the ability to hit the target correctly while playing.
- 4. The game "Dahan ba koshik" is a competition in which children are divided into two groups. The game organizer sets the distance to two tablespoons (of course a wooden spoon is required) filled with water or an egg. The first team to deliver the specified distance without loss and in large numbers becomes the winner.
- 5. "White Bone Game" one of the favorite games of children, mainly in summer and autumn. If the child who found the item avoids the pursuit of the remaining

- participants and takes it in the hands of the initiator, he is considered the winner and becomes the owner of the prize. The educational value of the game lies in the fact that it forms in adolescents such qualities as agility, resourcefulness, left-handedness.
- 6. The Shepherd Game For this game, draw a circle equal to four steps. It is marked with lime or chalk. Inside the circle are three players holding a real shepherd's staff. Outside the circle, the attackers are also stationed in three places. In the middle of the circle there are five wooden targets. Height 6 cm. They are placed vertically in the center of the circle. The distance between the marks is 10-15 cm and is typed in the form of a circle. In the game, one meter from the outside of the circle, the attackers quickly pass the small ball to each other, find a convenient opportunity, distract the defenders inside the circle and try to shoot down targets between the circles one after the other. Defenders do not leave the circle in the game. Penalty is imposed if the stick of the defenders touches the attackers and the defender goes outside the circle line. The ball is placed on a line at the edge of the circle and the target in the center can be hit once. The defenders placed the ball in the circle line and pounded further. During the game, the team that hits the target with the ball within 30 seconds wins. With the consent of the players, the game can be continued by swapping places.
- 7. The most popular game among Uzbek children is "tandir pish" "tandoor bake", which is played mainly on sandy areas, rivers and canals. In this game, children put their hands on wet sand or earth, press them with their other hand and take out their hands with the words: "Tandoor, bake, bake, bake, bake," In place of the

Published: November 30, 2021 | Pages: 36-40
Doi: https://doi.org/10.37547/tajssei/Volume03lssue11-06

IMPACT FACTOR 2021: 5. 857

OCLC - 1121105668

retracted hand, a tandoor-shaped cavity appears. This game is one of the professional games among children of the sedentary population, where tandoor and ceramics, inherited from ancient times, are well developed.

- 8. Another type of handicraft game is "porsim pors" or "mud cracker". This game is mainly played during the hot season. In the game, each participant processes his clay and turns it into a puddle, the edges of the puddle puddle brought to the state are raised a little higher and hit the ground. Before falling to the ground, the finished clay is caught and hits the ground with the words: "My right ear, my left ear, if you don't crack, go to my ear." When it hits the ground, the middle part of the mud cracks and the neighboring child has to patch up the mud according to the crack. In this way, the dirt of the neighboring child is removed one by one. Or vice versa.
- 9. It is called "five stones" or "ball stone". Various versions of this game are common not only in the Fergana Valley, but also among the peoples of Central Asia. First of all, speaking of the name of the game, the number "five" is an expression of the number of stones. Because the game uses five stones.

Five Stones is one of the most difficult games, mostly played by girls. Its elements are described in the following order: 1) General; 2) Wallet; 3) One take; 4) Two takes; 5) Three takes; 6) Four takes; 7) Blows; 8) No take; 9) Mamo; 10) Knocks; 11) Doesn't knocks; 12) Scar.

The game is a game while waiting for guests (making teapots, bowls, plates, bread, sugar, etc.) from household items (from clay or a certain predicate) from grass, clay in shady, cool places on hot summer days.

The main goal of reforms in the field of education is the cultivation and development of the spiritual qualities of the individual on the basis of the rich intellectual heritage of the people and the achievements of modern culture, economy, science and technology, based on universal values. ... After all, the success of socio-economic reforms, moral and spiritual development of society largely depends on the spiritual education of the individual. Indeed, cardinal changes in living conditions and the education system in recent years, changes in its purpose, content, types require a new approach to the spiritual education of the younger generation, its study, assessment and targeted use of the rich cultural heritage of our people.

RESULTS AND DISCUSSIONS

Since ancient times, children's games, regardless of their form, theme or direction, have been involved in the life of parents within the limits of their abilities and talents in public life, especially in many areas of production. So they participated in various ceremonies organized by adults, they sang, they accompanied them, they danced together. Such interventions also began to take the form of children expressing their feelings about life events. Sometimes the process was fun for the kids.

Games don't spontaneously appear in space. They are a product of folk art, and the ability of healthy and spiritually mature people to know their place and place in the spiritual world, to build a beautiful life is reflected in the form of ethnographic elements of folk games. Folk games are the most traditional component of the preservation of national and spiritual values. The games children play emphasize the spiritual and national identity, as well as the psyche of people as a social phenomenon with a historical genetic basis.

Published: November 30, 2021 | Pages: 36-40

Doi: https://doi.org/10.37547/tajssei/Volumeo3Issue11-06

IMPACT FACTOR 2021: 5.857

OCLC - 1121105668

CONCLUSION

It should be noted that among folk games, children's games are an important factor in fostering harmony between nature and man, a careful and attentive attitude towards nature at a time when environmental problems are very acute.

These qualities testify to a wide range of opportunities for developing children's selfconfidence, moral, aesthetic, and spiritual components of learning through games. In play, children not only develop spiritual qualities, but also gradually achieve perfection.

REFERENCES

- Исхоков Б.Б. Болалар 1. ўйинларининг этнографик хусусиятлари Ўзбекистон этнологиясининг долзарб муаммолари. Тошкент-Наманган, 2007. - Б. 249.
- Йўлдошева Ўзбек 2. Ρ. халқ ўйинлариннг тарбиявий ахамияти.-Тошент: 1992.-167 б.
- **Г**озиев Э.**Г**., Анарметова Ш. Ўйин 3. назарияси.-Тошкент: 1995.-40 б.,
- Махсумов С.Миллий ўйинлар-4. тарбия воситаси// Маърифат.№20.10 март. 2007.
- Минг бир бола ўйини. Т.: 1974. -5. Б.78.
- 6. Ривожлантирувчи ўйинлар/ қўлланма. Тузувчилар Ф.Вахобова, Д. Зайнутдинова. "Беркинмачоқплюс". Т.: 2009.
- Сафаров О., Жахонгиров Ғ. Болалар 7. фольклори // Ўзбек фольклори очерклари. Т.: Фан, 1988. - Б.272-273.
- 8. Токарев С. А. Ранние формы религии. М.: Политиздат. 1990-С. 209. Абдурахманов И.Р. Узбекские народный игры и представления

- (XX) южный области век Узбекистана). Автореф. дис... канд. пед. наук. - Тошкент: 1997. - 29 с.
- Сайфуллаев Б. Импровизационно-9. творческая игра как организации массовый культуры.: Автореф... дисс... канд. пед. наук. – Л.: 1987. – 23 с.
- Мамажонова З.А. Ўзбекистонда 10. жисмоний тарбия ва спортнинг шаклланиш ва ривожланиш тарихи (1991-2006). Дисс.т.ф.н... - Т.:2009. 175 б.
- Umaralievich, K. U. SPIRITUAL 11. EDUCATION OF STUDENTS PEDAGOGICAL UNIVERSITIES THE BASIS OF CULTURAL AND HUMANISTIC APPROACH.
- 12. Karimov, U. U. (2021). Scientific and Theoretical Foundations of the Formation of the Social Environment in the Family. Oriental Journal of Social Sciences, 37-40.
- Karimov, U. U., & Karimova, G. Y. 13. **IMPORTANCE** (2021). THE INNOVATIVE TECHNOLOGIES **ACHIEVING EDUCATIONAL** EFFECTIVENESS. Журнал естественных наук, 1(1).
- Abdurakhmonova, M. M., 14. Mirzayev, M. A., Karimov, U. U., & Karimova, G. Y. (2021). Information Culture And Ethical Education In The Globalization Century. The American Journal of Social Science and Education Innovations, 3(03), 384-388.