

The Role of Game Folklore in Children's Life

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Resume. Collecting and studying the wealth of creativity created by the Uzbek people for thousands of years, passed down from generation to generation, raising the young generation to be spiritually rich, morally pure, and physically fit on the basis of these rich treasures is one of the urgent issues of today.

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Folk games, together with other means of education, are the basis of the first stage of the formation of a well-rounded, active person.

Childhood impressions leave a deep and indelible mark on the memory of adults. These images serve as a basis for the development of human moral feelings.

From ancient times, games clearly reflected the ideas of people's way of life, life, work, national foundations, honor, courage, bravery, strength, dexterity, endurance, agility and beauty. He showed ingenuity, endurance, creative invention, resourcefulness, will and desire to win.

In general, the concept of play differs in different nations. Thus, among the ancient Greeks, the word "play" means "childish activity", among the Jews, the word game corresponds to the concepts of "joke and laughter", and among the Romans - "joy, fun". meaning "fun".

Later, in all European languages, the word "play" began to denote a wide range of human actions. On the one hand, people began to relieve themselves of hard work, and on the other hand, they began to give people pleasure and excitement. Thus, according to modern concepts, this comprehensive concept includes everything from children playing soldiers to the tragic portrayal of heroes on the stage of the theater - from the children's nut game to the stock market game for money, from the game of wrestling to the big sports o included up to the games.

The distinctive feature of all national games is that they express fun, quick actions, bravery, courage in a wide friendly team.

People's character undoubtedly leaves a significant mark on many aspects of people's social and personal life. This sign also affects children's games.

The game is always fun, interesting and always competitive, the desire of each participant to come out as a winner, and at the same time, the game combines elements of dramatic, verbal, musical creativity. is the most complex type of folklore. It includes songs, holiday traditions, customs.

Many folk games are associated with rhyming numbers and divisions. As noted by Vinogradov, a well-known researcher of children's folklore, "a rhyming count or divisions is a prelude to a game. Rhyme counting allows players to be prepared for quick regulation, control, objective selection, unconditional and precise execution of the rules.

Folk games were the main means for a child to join society and evaluate himself. There is no possibility that national games will become history in the near future due to the fact that games have moved to gadgets.

As soon as the rain comes, heat runs through the land and hills. At such a time, the children, who were closed in the house for the whole winter, went out into the streets and played games. However, in the last decade, the popular games played by children have moved to gadgets, and physical activity in them is gradually decreasing.

National games integrate the child into society

Shomirza Turdimov, the head of the folklore department of the philology faculty of the Alisher Navoi Institute of Language and Literature, said that after 2010, most of the national games were almost stopped being played and they moved to computers and phones.

In his opinion, nothing can replace the role of national games in integrating a child into society.

"Games help a child's mental and physical development. The game integrates the child into society. It will cause him to find his place in society. Because in the game, the child becomes the leader,

becomes a participant, gives him knowledge about society and the world. The most interesting thing is that this knowledge is taught to the child not by force, but by giving him pleasure. This is the essence of our national pedagogy," he says.

Games on gadgets can sharpen the imagination and mind, but computer games are almost still games. There, the child is only busy with observation.

Shamirza Turdimov says that it is necessary to add and invent conditions to computer games that move a certain amount of people and activate them. Then you can keep the essence of the old games and update them.

"Nothing is new. The basis of the computer games created today is based on the folklore, literature, and art of the people where the game comes from. We should not only be consumers. We also have art and folklore. These should be added to computer games," he says.

Historically, there have been many national children's games in the territory of Uzbekistan, and they have been passed down from generation to generation. The list of games such as "White Poplar-Blue Poplar", "Berkinmachok", "Ashiq", "Boychechak", "Khola-Khola", "Korkhat", "Kopcari" can be extended to a thousand. The author of the book "National Games of the Uzbek People" Rozikul Mustafaqulov collected more than a hundred such national children's games. Here are some examples of them that were once common and are now rarely played.

Ghirboydi

Two children compete in this game. A circle is drawn in the middle. The hat of one of the players is placed in the middle of the circle. The second player should stand at a distance of about 20 paces and knock the hat out of the circle. Or the number of times he touches his hat, he collects points. If he cannot touch the ball, the turn is given to the second player.

The winner folds the cap like a saucer and shakes it five times. Wherever the hat lands on the fifth toss, the losing player must roll from that spot to the race. The game starts over and continues in this order.

Chorpochok

It is a nutty game that teaches children to calculate, to aim, to show loyalty and alliance, to show bravery whether they win or lose. The game is based on calm and order. It is a game for boys and girls, played by two or more people. Each player will have piles of apricot kernels or walnuts. He bites two of them and gets two pilla pods. A game weapon is such a stick.

Two seeds or nuts are placed for the achievement. The game starts with the agreement of all players. The first player throws the pods on the ground. If all or two of the pods fall to the ground in a closed position, the player is considered to be the winner and receives two grains or nuts from the second player for winning. He continues the game himself. However, if exactly three or one of the pods lands on the floor, the player does not win anything. The next player continues the game.

Hezzov

A puzzle-like game. In it, one child runs, the other chases after him. If he can't catch up, he runs like a hawk because he can't catch up. Hapachak is said to run with one leg raised.

Mouse and cat

10 or more children can participate in the main part of the game. Children hold hands and form a circle. One of them is chosen as a mouse and the other as a cat. Children form a circle and hold each other's hands like a chain.

The cat chases the mouse in circles. A mouse can also get into the circle from among the children. There is no such possibility for a cat. To prevent the cat from entering, children lower their hands and block its path. When the cat catches the mouse, the two switch places.

Shooting stick

This game is played in two parts. One child throws a stick, the second child must throw his stick and touch the previous stick. If he cannot touch, the child whose stick was not touched will carry the owner of the previously thrown stick to the place where the stick fell. If it touches, the child who threw the previous stick will carry the child who was touched by the stick to the place where the stick landed. Sticks are thrown alternately

Tug of war

During the match, a referee is appointed in the middle. The players of both groups face each other. A transverse line is drawn in the middle. A red thread is also tied in the middle of the rope. The game will be stopped and the winner will be announced if the members of the group take the contestants over the boundary line.

Wreath

This game is played in the spring when the flowers are blooming. 10-15 children participate in the game. Each of the participants can have as many flowers as they want. The game leader goes to the middle of the children standing in a circle and says the name of a flower. The participant holding this flower tells about the growing conditions of the flower.

Such games form children's ability to instill love for nature, to pronounce words correctly, and to express their opinion among the crowd without fear.

Dim-dim

In this game, children are silent. Players need endurance, strength and will. Children are divided into 2 groups and they choose a leader. The leaders agree that whichever group wins will fulfill a condition.

After that, guldur-gup is called and no one should speak. One group performs various actions to make the opposing group talk. Someone jumps from a height, someone throws himself into the water. The group whose children speak first is the loser.

Goofy

As soon as the first snow falls on the ground, people write to each other in fear. The approximate content of the letter is as follows:

"Dear, ... sister or brother. First of all, I welcome you with this first snow. I wish you a long life and good health. The finish line is at the door of our yard. In our case, you must meet the following conditions:

you decorate the table, make a batch of soup and make a feast. Only people close to your heart will attend the party."

The person who wrote the note should take it to the person in whose name it is. If a person who is called "Karkhat" takes the letter in his hands, he is considered "Karkhat". The writer gives the letter and runs away. He must not be caught until he reaches his goal. If caught, he must fulfill the conditions written in the letter.

Great wrist

The game will determine who has the strongest wrist. The game can be played lying down or sitting down. Players test the strength of their wrists by putting the paws of their right or left hands on each other. Whoever's wrist hits the ground is the loser.

Most of the games named above are spread across the regions of Uzbekistan with slightly changed names or conditions.

The great pedagogue Y. N. Komensky, who developed the children's youth period, emphasized the importance of the game in education.

In general, children at this age are very mobile. And mobility requires a special, rational organization, the correctness of the forms of movement.

Systematic demands of adults and habituation to self-control play a big role in creating a balance of inhibition and excitation processes of children at this age.

Young people, especially schoolchildren, love and play national Uzbek games with interest. Such games are played not only in physical education classes, but also in courtyards, gardens, and parks during leisure hours. The described material on general development and special exercises designed to develop important qualities is given in a more playful manner, but is performed continuously in small doses with short breaks for explanation of exercises and active rest. After the game exercises, it is necessary to give relaxing, gentle walking exercises or exercises that increase attention.

"Chirkash" game

This game is important for young people to be dexterous and agile. To play it, children are divided into two groups of six to eight. By agreement, one group flees and the other chases after them. In this case, each child has to catch up with one child from the rival group, touch somewhere. The

chasing group is considered to have won over the rival group only when it touches at least five or six children. If one of the fleeing children quickly crosses the middle of the chasing children, the children coming from behind are considered captured and leave the game. The game continues with other participants in this order.

"Chillak" game

Before the start of this game, the following poem was recited:

I played chillak

Like a newly opened flower.

Let's play together, young people

Like a singing nightingale.

You need a stick about 1 meter long for the game. His name is enasop galdasta. Enasop is 2-2.5 cm thick, 1-1.5 m long, and the head is thinner than the middle part.

Enasop will have a child. Its length is 20-25 cm. and the thickness is 1.5-2 cm. The two ends of the blade are pointed like a pencil. Struck by Enasop, the chile jumps into the air. Then the chill in the air is accidentally hit with an enasop and directed far away. If it doesn't hit him when he hits it with Enasop, he hits it a second time. If it is not touched this time, the turn of the game is over.

Each game has its own features, subtleties, and solutions. They require intelligence, game culture, physical strength, and courage from the participants. If someone lacks these qualities, these games will educate him.

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