



FORMATION OF FOLK GAMES

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ANNOTATION

This article discusses the process of formation of folk games in the primitive period.

KEYWORDS: elementary, folk games, labor, education.

DISCUSSION

Folk games have a very ancient and rich history. Their roots go back to the primitive times in which humanity began to emerge. The genetic basis of folk games goes back to very ancient times as an integral part of primitive rituals and ceremonies, which are one of the most ancient elements of the thinking of our ancestors. Over time, games in such ceremonies lost their ritual character and became a simple spectacle element or means of entertainment. From time immemorial, primitive people have invented various games by imitating the state and behavior of various animals.

The hunting games that took place during this period were usually associated with totemistic and animistic views. Originally as an integral part of primitive ceremonies, it became a work of totemistic dance and play, and later a work of truthful play and spectacle. Therefore, the study of Uzbek folk dances opens up a wide range of opportunities to study the worldview of our ancestors who lived in ancient times. The games of animals and humans have long been of interest to educators and psychologists, but the psychological scientific work on the subject was only created by Groos in the late 19th century. Before Groos, the Italian scientist D. A. Kolotstsa tried to put children's games into one system. He sought to reveal the psychological and pedagogical significance of children's play. The psychological sections of the book shed light on the classification of games based on mental processes.

Our primitive ancestors lived on the basis of assimilating the blessings of nature in times when they were still unaware of the productive economy. For this reason, hunting and related games played an important role in their lives. Some sources state that the games were held before the hunt, while others state opinions about the games after the hunt. Pre-hunting games served as pre-hunting exercises, ie

checking the readiness for the hunt, mental and physical preparation for the hunt. The preparation was organized in the form of a serious, unique ceremony. In the course of these games, primitive people prepared to capture prey more easily. In the process, they prayed to God for the fruit of their future hunting.

Wearing a mask to approach the prey unnoticed or unafraid, they practiced the appearance of a beast, the behavior of the animals, and the making of sounds. In the course of such games, young people were also taught hunting techniques. For this reason, these games served as a kind of school of experience, on the one hand, helped to develop the skills of hunters, on the other hand, developed in them the mental ability. The first forms of games - fruit picking competitions, educational games, captains' fights, pantomime games and dances - began to take shape during the period of human training. When people start hunting, when their hunt ends effectively - they are full, if the hunt is fruitless, they are hungry and miserable. The hunters, returning from the hunt with the bait, rejoiced and tried to repeat the hunting process in the form of gestures, special actions, and games. As a result, there is a cultural event called "Hunting Games", which has an important place in history.

Evidence that hunting games also existed in the lives of primitive people in the Central Asian region can be traced back to the Paleolithic images depicted on the stones of Zerafshon in Sherabad; We can find it in murals and other archeological finds in the Saymalitosh caves in the Fergana Valley in the II-I millennium BC. They depict not only the worship of totems, but also the hunting process, post-hunting joy, animal masks, and hunter-gatherer games. When some of them are carefully studied, one can feel the festive elements in the happy and joyful appearance of the hunters.



We can assume that the post-hunt games were organized only if the hunt was successful. Because only the return from the hunt with the bait created an opportunity for joy, a feast. After each successful hunt, the tradition of such games began to form in our ancestors special ceremonies in a festive mood. In primitive society, the ritual of initiating young people into adults is common. The ceremony was held according to strict rules, and only physically strong, agile, resilient, well-armed and mentally active young people were included in the ranks of adults. Dozens of test conditions were performed, including various physical tests: starvation, skin peeling, tearing of the eardrum, tooth breakage, and tooth extraction. At the initiation, the adolescent undergoes tests such as grinding his teeth, piercing his body. Such trials harden young people and teach them to be courageous, to overcome failure and grief. Those who did not pass the specific "exam" remained in the group of children, despite their advanced age. They were considered members of the family, not society. It was the initiation ceremony that played an important role in the formation of the first sports in the history of mankind, such as wrestling, running, archery, javelin throwing. The collection and promotion of folk games is an important step towards the restoration of the ancient traditions of our ancestors in the harmonious upbringing of the younger generation. There are a lot of children's games involving the image of animals. In the game "Wolf has come", children pretend to be drinking water and suddenly a wolf is thrown at them. The wolf takes whatever child it catches. If she catches all the children, she becomes a mother, and the child who is a mother becomes a wolf and takes turns. In the game, the verdicts that the human character turns into a wolf character, that they are intertwined, are in fact totemistic notions about the wolf, the belief that when a person dies, his soul returns to the animal he considered a totem. It can be observed that some games are named after cult-listed animals. In them, various animals that are considered cult are interpreted as the main characters. Children lovingly play by imitating him.

Examples of such games are "Bear wrestler", "Bear wrestler in the garden", "Catch the snake by the tail", "Birds", "Lame crane", "Camel and bush". In these games, children try to create the image of cult animals. The game served not only as a lesson of agility, a lesson of courage, but also as a school for educating people of their time. Most of the games about animals are action games in which the idea of fighting for life is primary. Traces of the desire to know the forces of nature or the motives of seeking measures to combat them are well preserved in folk games. For example, in the games of the series "My Geese" the motive is to win over animals that harm animals. Such games emerged during the hunting phase of social development, in which the

wolf is interpreted not as a totem animal, but as an enemy of the breeder, a wild animal. At the same time, such games take on a figurative meaning. Although the main event in this game takes place between a wolf and a goose, in fact, the butcher wolf is a generalized image of savages and tyrants, and the goose is a generalized image of innocent, simple, helpless people. From the earliest times in human life began to form games and dances, along with labor practices related to harvesting, hunting, animal husbandry, agriculture. Different games emerge based on conscious work and experience. In turn, these games play an important role in the development of labor, as well as in human development. Because the games provided an opportunity to make effective use of the experience of others, advanced achievements, the example of the elderly, the heritage of generations.

Folk games have been combined with entertaining habits. Like all traditions, customs and games are transformed and revived to a certain extent. Games are more about childhood. However, watching, entertaining parties are more common among adults, in fact they are also of playful importance. Games have also served as a preparation for life, no matter what form, content, or detail they are based on. Hence, games are shaped as a natural and historical need of the people; The life of ancestors is an important factor that reflects the labor, experience, struggle, achievements, the most ancient forms of human culture, the source of many spiritual spheres, the means of education that forms a healthy generation and the physical, mental and intellectual development of our contemporaries.

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