



# THE IMPORTANCE OF GAMES IN EDUCATION

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## ANNOTATION

*This article discusses the role of games in the educational process.*

**KEYWORDS:** *play, education, upbringing, nationality.*

## DISCUSSION

When we watch traditional children's games, we observe in the games the peculiarities of the people's way of life, culture, child rearing. "Researcher of Uzbek children's folklore G. Jahongirov sees pampering as rubbing." Therefore, if we look closely at the materials of Uzbek children's folklore, ethnographical poetic passages and figurative expressions are used in the process of performing various customs, rituals and rituals associated with the cradle or childhood, when children are crying or crying and restless. differs from pampering due to its performance. Interestingly, there is an Uzbek version of such a two-stage game. In the first stage, everything from the thumb to the silence is described and introduced to the little owner:

Бош бармоқ,  
Қорамалдоқ,  
Ўрта зийрак.  
Ҳожи мирак.  
Кичкина бўбак.

During the counting process, all the fingers are bent one by one. The second stage starts again with the thumb, and everything is restored in turn:

Бош бармоқ айтarkan: – Бозор бораман.  
Қорамалдоқ айтarkan: – Бирга бораман.  
Ўрта зийрак айтarkan: – Том тешаман.  
Ҳожи мирак айтarkan: – Худодан  
қўрқмайсанми?  
Кичкина бўбак айтarkan: – Оламанда,  
қочаман.

In this way, folk pedagogy instilled its teachings in hard-hearted people. Although the number is not involved in the process of counting the fingers, the bending itself begins to suggest that there is a specific order in the arrangement of things, that there

is a community in the unity of words and actions that represent that order. In this sense, the counting of fingers in this way is of particular importance as the child begins a new conscious process in his spiritual life.

"Sanama" is one of the main genres of game folklore, which clearly shows the correct distribution of the leader (beginner or mother) game members in children's play. Dates are the starting part of the game. It does not have a complete compositional completeness. Listening to and listing numbers, in particular, is of endless interest to children. Every child loves to be a "counter", to achieve fairness, justice in the correct implementation of the rules of the game. At the same time, their creative ability to recite poetry, memorize, and perform naturally.

A short description of what is to be found in a "riddle-riddle" game, represented by a symbol and analogy of an event, etc.; The puzzle is given. All students in the group participate equally in the game. If the teacher says the words "education", "upbringing", "information" separately, no one will try to hold hands. If the teacher says the words "education-education" or "education-education-information" together, then the students hold hands and form a chain. The game will be repeated 5-6 times. Children who participate in this place develop speed, memory, thinking.

Group games provide teamwork and solidarity. Such games reflect the achievements and development of the society, and new games appear and the old ones, which could not meet the requirements of the time, disappear. Both girls and boys are starting to get interested in such new games. The upbringing of a harmoniously developed person begins at an early age, which is called the spring of life. Both the baby's body and head develop and grow rapidly in infancy. For a fast-growing body, mental



and physical movement must be provided in an amount and content that is commensurate with the rate of growth.

Movement in games performs two functions: the first is to physically strengthen the child's body and limbs, to make the child agile, to teach agility, speed, endurance, perseverance, self-confidence; the second is to make children observe, to sharpen and deepen their spiritual gaze, to make unexpected decisions, and in both cases to teach ingenuity. "In action games, all kinds of movement are obvious. These include walking, running, jumping, throwing, overcoming obstacles, resisting, and more. Properly played games help to develop discipline, sensitivity, agility, speed, endurance, and playing games as a team helps to cultivate friendship and camaraderie. Therefore, "Fortress Defense", "Change the location", "Raise the stone", "Walk around your snake", "Trap", "Who is a sniper", "White poplar, blue poplar? ...", "Throw the ball", "Hit the target clearly", "Relay over obstacles", "To the player in the middle of the ball", "Relay to lift the object", "Ahil trio", "Hold the hoop", "Tunnel", "Take the rope under your feet", "Jumping off the roads», « Who is stronger? ». such as action games are performed according to plan.

"Many years of scientific research have shown that the physical activity of children and adolescents is severely limited. This is especially true for young children, whose movement activity is reduced by 50 percent as they come from kindergarten to school. It is clear that this situation will continue in the coming years. A comparative study of the chronometric data of high school students 'work time shows that during the school year, a day and a day of students' physical activity, movement games, exercise for a maximum of 6 - 8% of the total time, up to 40% of sleep, 33-35% of mental work corresponds to 17-20% of other types of activity. In particular, a sharp decline in physical activity in children and adolescents is observed in schools with in-depth study of certain subject.

Therefore, the solution of the problem "For a Healthy Generation" should be considered an important state issue for physical education of the younger generation. The importance of play in a child's life is immense, just as activity, work, service are as important in an adult's life as play is in a child's life. Just as a child is in play, so is he at work when he grows up. Therefore, children who will become entrepreneurs in the future will be brought up in the game first. Consequently, the whole history of the development of each child as an adult and as an employee can be seen in the way the game becomes more complex and gradually becomes a work in progress. Knowledge alone cannot lead us to great heights. Without a good upbringing, a person can use knowledge to the detriment of his homeland and

nation. That is why the sages say, "Knowledge given without training is the sword in the hand of a madman. "How much a toy affects children and how children react to the game depends on how well the adults can educate them and bring them up in the community. In order for children to develop in all respects, toys should be chosen in a way that suits their activities, mental and physical development, the formation of abilities and skills.

Educator A. S. Makarenko argues that "the toy is the 'material basis' of the game, involved in the creation of the toy game, manifested as a specific partner of the child, influencing his personality".

According to the types and appearance of toys are divided into the following categories: plot-figurative; technical toys; construction, building materials toys; didactic toys and games; toys for sports and movement games; prefabricated toys; theatrical and decorative toys; toys; melodic musical toys; handmade toys and play materials, various play equipment. The ability to indulge in fantasy is the basis of role-playing games. The positive change in this situation is to place the twins in different groups of the preschool so that they do not separate from their peers and interact differently with them. After 3 months, the situation changed for the better. The children's game was played along with the speech. The little ones began to plan their actions, creating new play situations. The source of national education is nationalism! At the heart of the concepts of "nation", "nationality", "national pride", "national etiquette", "culture of interethnic communication" is the Arabic word "mil". The word in Arabic means "core", "essence", "basis".

National children's games serve for the physically and spiritually healthy growth of the younger generation and as a result prepare the ground for the next generation. Children's games have not only common but also local specificity. For this reason, the study of the historical roots of the games allows us to make an objective, scientific analysis of the past, the way of life of our people. This is one of the current problems of ethnology.

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