

# ROLE OF THE GAME IN THE DEVELOPMENT COMMUNICATION SKILLS OF PRESCHOOL CHILDREN

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**Abstract:** *in preschool, a child's play is the meaning of his or her life. It was his safe haven from his concerns, a battleground, a game polygon, victories and successes, calming and dreams. The child's desires, aspirations, feelings, thoughts, and requirements for active participation in the environment in which it lives come to the fore. Children's biological and psychological requirements are met, and the game aids their mental, emotional, social, and moral growth. Different roles in the games allow the child to obtain personal experience of good and bad, of what is positive and what is not in behavior, despite the fact that they are the product of a child's imagination. Games are a significant type of amusement for both children and adults, as they allow children to organize themselves freely and have educational value. Games are an effective educational tool because they allow students to gain knowledge, broaden their experiences, and develop skills and habits. The purpose of our study is to see how games are employed in preschool institutions' educational activities, as well as to see which traditional games are used in kindergartens and how new games enable and help the process of self-knowledge.*

**Keywords:** *game, traditional and contemporary games, creativity.*

The game is a constitutional part in every child's life. The game is enjoyed by both children and the adults because the game is a human's natural need. It brings joy and happiness, it offers satisfaction, and at the same time it represents a way through which children learn about themselves, about others, and the world that surrounds them; they acquire skills and create social relations. That is why it is extremely important that every child has enough time for play and to make sure that the game is an essential part in its life. The way the child plays and the person it plays with, change the way of the child's development. Children created games a long time ago. They are creating them today, for themselves and tailored for their needs. Games are their natural need and one of their primary activities. Now comes the question what games children love most and why.

- Games that offer role-play, the main character that permits self-affirmation and self-acknowledgment.
- Games that are dynamic, whose content has enough action (motor skills) and fast intellectual reaction to solving the task.
- Games that offer a spark of children's healthy humor and create a good mood.

The most useful games are the ones that have the combination of the above-mentioned qualities. There are numerous studies that indicate the role and importance of the game for the development of the physical, moral, intellectual, social and emotional characteristics of a child. Through it the interests of children and adults are satisfied, especially in those areas where traditional games for centuries have been treated as a separate institution for organized socializing and spending leisure time. The games attract and keep children's attention with their content which educates and creates good mood. Some of them offer various ways and solutions such as the ones that lead children towards creating new contents intended for the inventive children. The game is an activity that dominates children's lives and has a special meaning in the development and education of children, especially in the pre-school period. That is why in children's educational process great attention is paid to the creation of conditions for spontaneous playing of games or directed games, and games with rules pre-established by adults for the purpose of accomplishing certain pedagogical effects. Didactic and mobile games represent merely elements of intentionally organized and directed educational process. Most commonly an adult gives the content of didactic and mobile games to children as well as the rules of their performance. He/she organizes, leads and directs the playing, but with national games that is the task of an older child or one of the peers who knows the game's content and has mastered the way of playing. National games are played most commonly when the children have free time. Today, the play and the educational process are connected taking into consideration the fact that the game must not lose its soul, because playing as an activity which greatly interests children and motivates them. The teacher should cooperate with children in the game; he/she should help them by suggesting the problem and not by giving final solutions. Also, he/she should help them become conscious about their opportunities – becoming a partner in the game. The education through playing means directing the psychophysical potentials of the child, but at the same time the game should be considered as the creativity foundation and the child's spontaneity. Through the activities of didactic

games the children get motivated in an organized and creative way, according to their own abilities they get to know the world that surrounds them, and their mental and other capacities and characteristics.

The didactic game represents a form through which the children in an interesting way renew, spread, check and establish their experience and its capacities, and the acquired knowledge, experience and impressions are expressed and applied in new live and educative situations. Didactic games contribute to the overall development of the child; they direct their attention when perception and object observance are in question when comparing similarities and differences, encouraging fantasy and creativity. The content of didactic games broadens the general picture of the world that children have, directs their curiosity, encourages their speaking activity, enriches the vocabulary and stimulates oral communication. With the application of specially structured games (logical-mathematical), the child develops logical thinking and creates special educational situations where he/she masters intellectual processes: serialization, classification, numerical construction, construction in time and space etc. Besides these contemporary didactic games there are numerous indicators that appoint the value and the importance of the application of old, traditional children's games. When talking about their favorite childhood games adults have the need to tell about how they experienced them and to what extent that helped them enter the peer circle and show their physical and intellectual achievements, show their preference and love to a friend or a girlfriend and have a good time along the way. These kinds of games were learnt from older children (primarily from brothers and sisters), and then from adults (family members and teachers). Even today children play old traditional games with joy despite the appearance of computer games (which can restrain some spheres of children's development and their creativity).

Keeping folk tradition through games is necessary for the preservation of our nation, the young generation, and our posterity, their upbringing based on checked, good and preserved traditional values. Traditional games are a treasure that we should cherish and keep. They are a powerful tool for education, because through them we acquire knowledge, cultures experiences, develop habits and skills. Through traditional games children realize their need to move, acquire some important experiences, develop and experience emotions, experience impressions of what is beautiful, ugly, what makes them happy or unhappy, activate all their senses.

Opinions for traditional games:

- Traditional, because beside in kindergarten these games can be played at home with adults, they develop skills in playing the game and children want to assert themselves through successful performance of it.

- These games generally involve role playing, children are highly motivated by the opportunity to be someone else (other than a child) - butterfly, doctor and so on.

- Most of traditional games include physical activities, require cooperation, and intellectual engagement (memorization). This stratification also motivates children to choose these games.

- Through these games children are active in all seasons (games in the meadow, grass, forest, on fresh air, driving in a sledge, skating, making a snowman.) It brings children joy, a feeling of happiness and satisfaction, favorable effect of the sun's rays as well as durability and immunity.

- Children develop responsibility and obligation to keep their things and requisites (stick, rope, bow and arrow, sledge, skis ...), and to understand and accept the established or agreed upon rules of the game.

Opinions for contemporary games:

- The contemporary ones are more dynamic, they allow children to solve problems, strengthen confidence, develop awareness of self, as well as critical and creative thinking.

- Encourage children to construct their knowledge themselves.

- Encourage and assist the development of literacy (vocabulary development, differentiation of letters, words and reading preparation).

- Introduce mathematical symbolism and issue through the introduction of numbers, geometric shapes and figures, measurement, presentation etc.

- Children are introduced to modern technology; they acquire skills and abilities to use it (different tools and their application and benefits).

- Through these games children learn how to process data (observe, solve problems, organize, communicate and present data).

- Children are placed in a position to choose to explore, learn by following their goals and interests.

Conclusion

The game promotes a healthy upbringing, intellectual growth, and the enhancement of children's speaking talents. Children are encouraged to keep researching and investigating in order to create their own solutions in a variety of scenarios by playing games that reflect their curiosity in what they see around them. They gain a greater understanding of the environment as well as human relationships, they form their own conduct and world and life attitudes, they receive answers to many questions and feed their curiosity, they enrich their imagination, they improve precision and reflexes, and so on.

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