

THE ROLE OF THE FUN GENRE IN CHILDREN'S SPIRITUAL DEVELOPMENT

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Abstract – In this article, one of the oldest, traditional, widely used independent poetic forms of Uzbek children's folklore is that fun genre is an important source for the study of the genre's evolution of folk singing. The literary content, the poetic form, the system of images.

Key words: Children's folklore, uzbek folklore, children's song, tradition, genre, fun genre, puzzles, debating, relaxation, poetry.

I. Introduction

Examples of the comic genre are funny little poetic stories, which are based on interesting and sharp speech, pitching, jokes. Humorous expression and humorous meaning play an important role in hobbies. Fun genres play an important role in the spiritual development of children. They prepare the child to interact with the outside world. Introduces the environment. Serves to develop the child's imagination. Fun genres are performed to keep children interested and broaden their worldview.

One of the most important tasks of the fun genre is that it leads children to understand the essence of social problems, class relations, some philosophical categories. The content covers important life and educational issues.

II. Literature review

That's why they don't seem boring to kids. Fun genres often tell random funny events, funny situations. That is why humor plays an important role in them. Fun genres are like adults playing word games with children. Although they were created by adults, children are still an example of folk poetry.

Fun genres are based on words like pampering and rubbing. However, in their performance, the speaker's various behaviors, facial expressions, and tone of voice play an important role. In this sense, they can be called a kind of word game. They are said, not sung.

The performance of hobbies is not controlled by game actions. That's why hobbyists don't get into game folklore. More specifically, their performance is not governed by game-specific actions or objects.

III. Analysis

Fun genres have their own performance characteristics. The peculiarities of the performance of hobbies are reflected in the following:

Firstly, the fun genre is told to the children who speak the language, that is, who can speak, understand the sentence, and are able to answer the questions asked. With this in mind, fun genres are mainly started to be told to a child at the age of two or three, because at this age the child's vocabulary has increased and he or she will be able to grasp the meaning of many words.

Secondly, most of the hobbies are performed in the form of dialogue. Therefore, poetic dialogue has a special place in their artistic construction.

Thirdly, game movements are almost non-existent in the performance of hobbyists. They have a strong focus on the word.

Fourthly, the mix of words and actions is noticeable in the process of performing the hobbies. This is because when performing hobbies, adults usually adjust the performance to this rhythm by having children sit on their knees and move their knees slightly. In doing so, he hugs the child either on the shoulder or on the waist with one hand, and with the other hand he points out some of the things that have risen to the level of the image in the text of the fun genre and says his word as he points to them.

From time immemorial, our ancestors, who considered the horse sacred and had a religious attitude towards it, have always instilled in children the views associated with the horse. For example, shaking a child on his knees, in a state of caress, is intended to encourage him to be as fast and agile as a rider on a horse.

Finger and hand movements were also a means of play for young children when toys were not yet available. Hand-held games are common among all European and Asian countries.

In the performance of the comedy, it is often observed that the child sits face to face and enters into a poetic dialogue with him. Hand gestures are used to help the child read the words well. Hand gestures, on the other hand, serve to emphasize.

Finger-related games or hand movements, or games involving a part of the body in general (legs, head), are performed in order to interest the child. That is why O.I. Kapitsa calls such games by the common name of "rubbish". The scholar places the fun genre among the songs that are not associated with any action. But it is a fact that in order to comfort a child, he must be interested in something. Because only then will the child's attention be distracted. It helps to adapt it from one state of mind to another.

IV. Discussion

Fun genres begin to be told after children learn to walk independently in the environment in which they live. Often the fun genre is told to the child after returning from a trip. It often focuses on informing the child about life events:

Snake - whip,
It - finder,
Dust - fast,
Deer - refugee,
The scorpion is a chopper.

This piece from the collection "Khorezm treasure" provides information about the important features of each animal. Through it, the child learns that the snake is as long and smooth as a whip, that the dog is unequal in smell, and that the dust is unequal in fun genre, that the deer is running, that the scorpion is a poisonous and dangerous animal that bites. Such songs play an important role in teaching children language, imagining the realities of the environment, forming musical skills in them, and most importantly, in deciding the emotional relationship between children and adults. Raises the mood of the child. It increases his knowledge, strengthens his self-confidence. Protects the child from whimsy and crying, laziness and neglect.

Fifthly, hobbies can be performed by adults for children or by the children themselves. Moreover, their creation seems to have a similar feature. For example, sometimes some children memorize fun genres that have a long poetic form, either to please those around them, or to impress them with their skill and eloquence. Indeed, it is interesting and interesting for an adult to recite a poem with so many words by heart. The child's ability is taken into account.

Sixthly, in terms of the performance of the hobbyists, they do not have a specific task and a definite place and time of performance, such as *alla, erkalama, ovutmachog, aytim-olqish*. They can be said anytime, anywhere.

Seventhly, there are three types of performance of fun genres: a) in the form of dialogue (spoken in the form of an adult's conversation with a child); b) individually (an adult tells a fun genre in order to acquaint the child with the environment, or the child tells the fun genre learned from adults in front of them or to his friends with pleasure and courage); will be in the form of a choir (a child playing with an adult in the company of an accomplice).

Eighthly, in puzzles representing the imitation of the voice of an animal, imitation of the voice of a particular animal, bird, or bird leads:

Adults: What does a cat say?
Child: Pish-pish.
Adults: What does the dog say?
Child: Power.
Adults: What does the chicken say?
Child: Ti-ti-ti.
Adults: What does the donkey say?
Child: Ix, ish.
Adults: What does the horse say?
Child: Chuh-chuh.

While children often say quizzes in response to an adult's question, if the child is unable to answer as needed, the adults will ask:

If you do not chase - chash,
If you don't remember - young!
Pull your nose,
Rub your mouth,
Say it again!
If you can't tell,
Run - go!
Power! Yit!

He said, embarrassed and warned. Later, such sayings moved from a complete adult repertoire to a children's repertoire. The children usually started to play it as a prelude song when they played "Kuv-kuv", i.e. "chase".

Ninthly, fun genres are often told by older people to play and rub their grandchildren. There is a hint in the hobby itself:

"She is OK.

It's good to play.
 If we do not find the second,
 Where can I get a wedding? ” -
 That's one!

V. Conclusion

So, the performance of the amateurs has a number of such features. In this way, they attract the attention of children and give them a lot of pleasure. Most importantly, the power of the artistic word is conveyed to the child through the performance of hobbies.

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