

The relevance of gaming technology in the development of preschoolers by introducing them to the animal world

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Abstract: *The article reveals the essence of the content of games that express the content of the animal world in the formation of moral qualities by introducing older preschoolers to the animal world.*

Key words: *moral qualities, formation, maintenance of the animal world, psychological, physiological, ethical ideas, game methods, conditions of the game, goal of the game, result of the game.*

In the research work of scientists, play is one of the main activities along with work and study.

Psychologists emphasize that the psychological mechanisms of play activity are based on the fundamental needs of a person in self-expression, stabilization of his place in life, self-government, and realization of his potential.

Play is defined as a type of activity in situations aimed at mastering and recreating social experience, in which the control of a person's own behavior is formed and improved.

As D.N.Uznadze emphasizes, play is a form of internal immanent mental (spiritual) behavior inherent in a person.

L.S. Vygotsky describes play as the child's inner social world, a means of mastering social orders.

A.N. Leont'ev sees in the game the freedom of the individual to realize his unattainable interests in his imagination.

Psychologists note that the ability to participate in a game does not depend on a person's age, but the game is unique for each age group. Play activities will be dedicated to the performance of certain functions.

As part of our research work, a national game was developed, dedicated to the formation of moral qualities in children, which introduces games with the animal world. According to the above considerations, play is one of the main factors in enabling a child to fulfill his or her potential.

In acquaintance with the animal world of preschoolers of the older group, it is necessary to achieve the following goals aimed at the formation of moral qualities:

- the formation of love for nature in preschoolers based on ideas expressed in the context of the animal world;
- develop skills and abilities in relation to the fauna of a certain nature;
- to be able to properly organize the moral education of preschoolers through the animal world, correctly assess the situation, control their activities, work for a clear goal, be tuned in to achieve the goal, be patient, take good care of nature;
- education of such moral qualities as sensuality, strict adherence to the established order;
- solution of the feeling of satisfaction with the results of certain moral activities in preschoolers;
- creation of the necessary conditions for the formation of aesthetic knowledge in older preschool children.

In preschool educational organizations, it is advisable to hold relay races to determine the level of formed moral qualities based on familiarity with the animal world, so that preschoolers are energetic, active and inquisitive in terms of age, psychological and physiological characteristics. These qualities motivate children to participate in a variety of activities.

Therefore, the use of various games in the organization of pedagogical activities aimed at using the animal world in the moral education of children of the older group of preschoolers is not without its advantages. Indeed, such an effort ensures that the strength, enthusiasm, courage, responsibility, duty, activity that children of this age group display are directed towards a goal that benefits the child. Organization of games, in turn, helps children to work in a team, organize mutual support, correctly assess the situation, critically assess their behavior.

Games that express moral ideas in their content in the process of organizing moral education in older preschoolers, in fact, didactic, mobile and seasonal games are characterized by the ability to correctly assess, critically assess their capabilities.

a) outdoor games encourage children to organize activities such as running, walking, jumping and climbing. Moving games teach children sensitivity, dexterity, the ability to act in the public interest, mutual assistance, patience, accurate assessment of situations, an accurate assessment of their capabilities, bold admission of defeat, the ability to see and correct errors in the environment, finds content such as search and retrieval. Examples of such games: "Wolves and Geese", "Bunny, what happened to you?"

b) didactic games are educational in nature and teach preschoolers to think, be empathetic and resourceful. Helps to consolidate the knowledge gained by children in the classroom.

Didactic play expresses a clear goal and encourages children to work on its result. Didactic games expressing moral ideas bring up in children such qualities as conviction, hard work, intelligence, ingenuity, independent thinking, the ability to draw initial logical conclusions, as well as patience in achieving goals.

c) seasonal games according to the rules are organized at certain times of the year and reflect the peculiarities of this period. Most of the seasonal games serve to highlight the relationship between nature, the environment, fauna and humans, as well as the content of activities aimed at organizing games for poultry, animal care in a corner of nature.

The experimental work made it possible to reveal the practical basis of activities aimed at the formation of the moral education of older children, from games that express moral ideas in their content.

Below is a brief overview of the content and implementation of some of the games that have been tested in the experimental work.

Setting up a game action of any kind and content requires the person performing the action to be relatively attentive to their own behavior. In the learning process, certain qualities of the personality of children are also manifested. In turn, the manifestation of certain personality traits when organizing the game in a certain direction and content serves to ensure a positive outcome of this activity.

Mindfulness, the ability to correctly assess the situation, the ability to make accurate predictions, sensitivity, accuracy, dexterity, speed of thinking are important factors that ensure the successful organization of the process of moral education in almost all forms. Therefore, when organizing the moral education of children of the older group, active games were used, which serve to develop the listed qualities.

Purpose of the game: to develop in preschoolers such qualities as sensitivity, dexterity, speed of thought, correct assessment of the situation, stability of attention, vision and memory, and also to describe animals and birds used as a means of instilling these qualities in preschoolers. enriching their understanding of the types of ethical activities, their properties and products.

The essence of this game is outlined below based on a technological approach.

Tasks to be solved during the game:

1. Develop the ability to act in a team among peers
2. Education of the quality of dexterity, sensitivity
3. Achievement of stability of attention and speech, strengthening of memory.
4. To enrich the understanding of the protection of the animal kingdom.

The methods used in the game: question-answer, demonstration, narration, explanation, action.

Game techniques: movements of arms, legs and torso, facial expressions and pantomime.

Materials used in the gameplay: visual and handouts, as well as models of animals of various species and birds.

Game rules: Play indoors or on the kindergarten playground.

The teacher quickly shows the children one of a variety of pictures or layouts depicting the animal world. And quickly hides.

Children need to quickly remember what is shown in the picture shown to them by the teacher and how it is depicted.

Game condition: after showing the picture, the teacher asks the children. Children should be able to raise their hands in order and, with the permission of the educator, pronounce the name of what they saw, information about how it was created.

Images or mockups of several animals will be displayed throughout the game. After showing each picture or model and successfully completing the task assigned to the children, the teacher must provide the students with detailed information about the process of creating the animals presented and their importance in life.

Result of the game: if one of the children correctly pronounces the names of the models shown in the other pictures and explains in detail how they appeared, this child is considered the winner.

The effects are the result of the game: the stability of attention in preschoolers, sensitivity, the ability to assess the situation, teamwork, as well as the level of motivation to organize certain educational activities.

The use of traditions that reflect the content of national traditions, lifestyle and social relations of the Uzbek people in the process of practical activities aimed at developing moral skills in preschoolers based on the animal world (eco-knowledge) also gave positive results. Another such game is called "Kupkari".

"Kupkari" game. "Kupkari" is one of the national events of the Uzbek people. Everyone is interested in this. Mostly men are involved. You need to be strong, galloping, energetic, sensitive, agile. Preschool children are also interested in kupkari, they make a horse out of wooden sticks and play "kupkari". These interests need to be developed.

The following is a speech during the experiment how to organize the game "Kupkari".

The goal of the game is to give preschoolers a clear idea of the nature of the tasks that need to be completed in this process, through the organization of "kupkari" and to develop in them the skills that

need to be performed in the process of "kupkari". (This process will be organized by the example of Alpomish.)

In the process of organizing the game "Kupkari" the following tasks are solved:

1. One of the national traditions for preschoolers is as kupkari, it is carried out in the process of various events, like "Navruz". To give an idea of the social significance of the organization of kupkari, the role of play in the life of the Uzbek people, the role of educating young people, as well as social views reflected in the content of weddings.

2. To develop the ability to perform multitasking tasks in the older group of preschoolers.

Methods used during the game: explanation, demonstration, story, travel, meeting.

Means used during the game: edible animals, kupkari costumes, jewelry, folk musical instruments, stories about national traditions and their essence, lapars performed at weddings, and much more.

Methods used in the game: movements of arms, legs and torso, facial expressions and pantomime.

Game conditions: Only boys participate in "Kupkari". They continue to play in the gym in the form of a relay race. After the teacher's signal, the children maintain balance in the hall, holding the goat in their arms on opposite sides of each other, and organize the movements that must be made in the process of organizing the "kupkari". The winner is the group that does not lower the goat in the process of passing the gymnastic seats and performs the assigned task efficiently.

According to the rule of the game, if the toy-goat falls out of the hands of children, keeping balance on the gymnastic seats, the game continues in the same position as if someone else took the toy-goat in his arms.

Course of the game: During the game, children must understand all the rules to be followed, which forms the child's moral qualities

The result of the game: as a result of purposeful walking from gymnastic benches and high-quality fulfillment of the assigned tasks, the formation of skills in children of older groups of correct walking and performing actions in the process of organizing and conducting "kupkari".

Outcome of the game: the level of development of skills in older groups of preschool boys to properly ride a horse, as well as to perform actions performed in the process of participating in the race.

One of the games that played a key role in ensuring the effectiveness of the experiment was the game "Do you know the name of the baby?" In the process of organizing this game, the theoretical knowledge of older preschoolers about the types of moral activity and their essence has slightly increased, as well as their participation in the game. Below is "Do you know your child's name?" Let's focus on the essence of this game.

Purpose of the game: to have an idea of what the names of animals mean, to instill in them a love for animals. To increase the speed of thinking, enrich the worldview of older preschoolers on the basis of ideas that provide information about the types of activities and their essence, reflecting moral ideas in the content of the game, and also educating them in the qualities of dexterity and ingenuity.

Game content: Do you know the baby animal?

Baby cow - calf,

Horse cub is a foal,

A baby ram is a lamb

A goat cub is a goat,

A baby dog is a puppy

Baby kitten -?, Etc.

Such play activities increase the activity of children. Gives effective results in the formation of moral qualities in children.

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