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THE IMPORTANCE OF CREATIVE GAMES IN THE DEVELOPMENT OF CHILDREN'S SKILLS

Abstract

The purpose of the article: The article presents theoretical and practical information about the role of creative games in the development of children's abilities, and focuses on the influence of creative games on the child's mental development.

Research methods: The purpose of the article is to take into account that one of the main and leading activities of a child's life is play, and this activity is of great importance in the formation of a child's personality.

Research results: Creative games are mainly a good tool for enriching thinking and imagination, improving thinking and developing oral speech. Also, creative games are considered as a form and method of organizing activities, and in this process, children concentrate and concentrate for a certain time.

Practical application: The conclusions obtained as a result of the study can be used as additional assistance for teachers of creativity institutions.

Keywords: creative games, creative abilities, modern education, intellect, creativity.

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Introduction

Creation of a national personnel training program that supports such tasks as educating a perfect person, raising the personnel training process to the required level in our republic, improving the democratic democratic structure, and forming a great attitude and views on the educational processes of teachers and students.

In particular, the adoption of the decision of the President of the Republic of Uzbekistan No. PQ-112 dated February 2, 2022 on additional measures for the further development of the sphere of culture and art strengthens the need to fulfill the above tasks [1; 2]. That is why the effective use of creative games in the development of children of primary school age is becoming an urgent task. Since creative games always reflect life, its content changes in social reality. Since the game is a goal-oriented, thoughtful process, educational activities develop based on this process. A foster child does not depend on practical needs during the game.

In doing so, it arises from its immediate needs and interests, and in the process reflects its own impressions,

understandings of existence in life and its own attitudes towards it. One type of creative games that can be used in education is role-playing games.

This is a type of independent creative play of a child, in which a work of art, story or reality is performed by the child in roles. These games form positive moral qualities in the child, such as will, discipline and the ability to control one's own actions, to consider the actions of others. In staging games, children of lower grades get into the game process, they clearly demonstrate positive qualities such as heroism, bravery, kindness, enthusiasm, enthusiasm, which are directly related to the inner life of the characters of the story. In this process, students' speaking activity, vocabulary, and outlook expand.

The selection of works of art and fairy tales for staging requires teachers to take into account the age characteristics, interests, and desires of students. In order for the staging games to be interesting and last for a long time, the necessary equipment should be prepared and it should be properly supervised. Educators-pedagogues play the role of game director in the process and take

into account children's behavior, abilities, aspirations. At the end of the training, it is advisable to encourage the children who actively participated in the game, to summarize the acquired information by the educator and to fill it with additional information [6]. Play is a way for children to understand the world they live in and need to change.

When teaching creative games to children of kindergarten and junior school age, it is necessary to take into account their psychological and pedagogical features, that is, their curiosity and enthusiasm.

It is also important to remember that children cannot focus on one type of activity for a long time. Therefore, in the process of conducting games, children's activities must be diverse and full of emotions. The organization of games in creative activity is of great importance. Because through games, a child's personality is formed and his abilities develop.

Materials and methods

Creative games are mainly a good tool for enriching thinking and imagination, improving thinking and developing oral speech. Also, creative games are considered as a form and method of organizing activities, and in this process, children concentrate and concentrate for a certain time. Creative games help to think, which is considered superior at the first stage of the development of the child's abilities. The game attracts the attention of all centers as a means of developing children's interest, ability, thinking and activity. Well-thought-out and well-organized creative games facilitate the strengthening of a child's intelligence and attention, and help to form relevant knowledge and skills. In addition, creative games are an effective tool for the development of cognitive processes and various types of speech activity (listening, speaking, reading, writing) of children of primary school age. In addition, creative games are a type of activity for children of primary school age, in which tasks are solved in the form of a game. The game awakens the interest and activity of children and allows them to express themselves during interesting activities, it is in the game that children learn their social functions, moral standards, and develop in all aspects.

The importance of play in development is inherent in its nature, because play is always emotional. Where there is emotion, there is activity, attention and imagination, where the ability to think grows. According to many researchers, teaching children of kindergarten age is more effective if it is motivated by play and evaluated

through their own tenkurs. Today, creative games play an important role in the development of children's abilities in primary school children.

Because it is important to take a creative, scientific, and modern interpretation approach in raising a well-rounded person who is our future. The main task in organizing the process of developing creative abilities in children of primary school age through creative games is the effective use of pedagogical technologies, increasing the scientific potential and quality of educators is an indisputable fact.

But until now, the impact on practice is less noticeable because the majority of educators rely on primary data. For this, it is necessary to develop methods of faster implementation of modern technologies. In the modern general secondary education system, one of the active directions of searching for new pedagogical solutions in the development of creative abilities of students in preschool education is to improve giving importance to more games in the process of creative practical activities, to help to form and develop the child's personality through creative games.

Therefore, development of abilities of primary school children through games is one of the urgent problems. Taking into account that one of the main and leading activities of a child's life is play, and this activity is of great importance in the formation of a child's personality, it is appropriate to organize the process of activities in the form of a game [2; 3]. Based on the above-mentioned points, it can be said that researching the process of providing physical and spiritual-moral education in the formation of a mature generation is one of the urgent pedagogical problems waiting for its solution.

In the process of developing the child's creative intellectual potential, the following aspects should be taken into account: the process of developing the child's intelligence should be at the maximum level. For this, it is necessary to widely introduce pedagogical technologies into practice. Development of children's abilities, scientific justification and development of relevant technologies, which are planned to be incorporated into the educational process, as well as an accurate analysis of the social and psychological environment at the initial stage of activities aimed at developing children's abilities, as well as a perfect development of the tactical process. Many models of talent and ability have been developed in the development of world pedagogy and psychology. Based on the analysis of these models, it was concluded

that talent is manifested as a set of three interrelated components: i.e. intellectual abilities; creativity; such as diligence (motivation, determination, tenacity) [5].

Result and discussion

Today's researches show that the problem of the child's personality being creative, i.e. being a creator, is covered and researched in the theory and practice of pedagogy, special attention is paid to creativity in the development of creative abilities of primary school students by means of interdisciplinary, interdisciplinary and interdisciplinary creative games. However, the problem of the development of children's abilities through games in children of small school age is considered an important component of the upbringing of a mature generation, its research from the pedagogical point of view, and the problem of scientific-theoretical justification has not been fully studied yet.

In the course of research, a model focused on the formation of creative abilities in elementary school students was developed, activities within the content of this model are aimed at developing a mature generation with theoretical and practical knowledge, skills, and qualifications. Also, to ensure the effectiveness of this process, cultural behavior, etiquette, professional skills, socio-pedagogical knowledge are inculcated, a system of spiritual-educational activities, mechanisms implementing scientific-peda-

gogical and methodical support are developed and used in practice. It is important to determine the theoretical basis for the formation of children's abilities by means of creative games in children of primary school age, as well as to develop scientific-methodical recommendations aimed at the development of its practical bases and technologies. It is necessary to describe the formation of abilities of children of primary school age by means of creative games as a pedagogical problem, to reveal the place of creative games in the development of a well-rounded personality and to show its possibilities in the process of implementation in general secondary education organizations.

It should be noted that components such as goal, planning, goal achievement, analysis of results must be included in the game. Although the characteristic of the game lies in its creativity, the main goal is the result expected from it, that is, the knowledge, competence or skill that appears in the student. Maybe that's why, theoretically, the game can be considered as an activity, process and teaching method.

Conclusion

In conclusion, it can be noted that it is appropriate to develop modern game technologies, that is, creative tools and mechanisms that ensure the effectiveness of this process, in the development of abilities of children of junior school age.

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