

GAMES IN DEVELOPING CULTURE THROUGH SOCIAL COMPETENCE IN PRESCHOOL CHILDREN

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Abstract: *One of the main ideas of modern specialists in pedagogical sciences is the need to study new methods of conducting educational work, fully reflecting trends, optimal needs, cognitive needs of parents. Innovations in preschool education The problem of "pseudo-nuclear" is acute, characterized by the uniqueness of the form and the uniqueness of the form, sought everywhere in terms of experimental and creative understanding of established educational traditions. **Keywords** : preschool education system, child psychology, development, education, upbringing, innovative technologies.*

Аннотация: *Одной из основных идей современных специалистов педагогических наук является необходимость изучения новых методов ведения воспитательной работы, наиболее полно отражающих тенденции, оптимальные потребности, познавательные запросы родителей. Инновации в дошкольном образовании. Проблема «псевдоядерности» стоит остро, характеризуется неповторимостью формы и уникальностью образа, ищется повсеместно в условиях экспериментально-творческого осмысления сложившихся образовательных традиций.*

Ключевые слова: *система дошкольного образования, детская психология, развитие, обучение, воспитание, инновационные технологии.*

Just as play is important in the life of adults, it is also important for preschoolers. It is customary to call the game "the companion of childhood." It is the most important type of activity for a child's life. Children perceive many things happening around them as a game. In the process of play, all the characteristics and qualities of a child are revealed. The child regularly moves, speaks, thinks, and moral qualities are formed.

Since ancient times, people have been instilling their lifestyle and national values in the process of play.

Other activities also contribute to the socialization process of the individual according to their specific characteristics and therefore we use them together.

At the younger school age, the following tasks are set: to form in children a loving attitude towards loved ones; to awaken an emotional response to the state of close people, peers, fairy-tale characters, etc.

The next direction in the implementation of the educational direction "Socio-communicative development" is the formation of the foundations of safe behavior in everyday life, in society and in nature ¹. A preschool child is a person who plays, therefore, the study of the State Educational Standard determines that the child enters his life through the doors of children's play.

Role-playing games and dramatization centers are a very convenient situation for children to reveal their talents and demonstrate their abilities. This center can also be called a center for forming the child's "I". All exhibits in the center are equipment that is found in children's lives, and the child learns how to use this equipment during the game and has the opportunity to get acquainted with professions. The educator, through this game, has the opportunity to study the family environment of each child being raised. The uniqueness of the content of role-playing games is one of its most important features. Although role-playing games are considered a team game by their nature, one should not be mistaken in thinking that they cannot be played alone. The following stages are carried out in the management of role-playing games .

Stage 1. The main means of developing a child's interests through story-based games are:

- the child watches the games being played in the centers with interest.
- the content of the game, the main directions of the development of the theme of the game, the development of children's relationships with each other

¹http://new.samdu.uz/images/ilmiyjurnal/3K7ruS6lCp_ilmiy_jurnal.pdf

during the game process, the theme of the game, the content of the game, the development of the child's game activity, the development of relationships in the game.

- setting a clear goal when managing the game.

Stage 2. The educator influences the children's play process:

- organizing purposeful walks suitable for the game;
- conduct proper conversations;
- reading fairy tales and stories;
- conducting various activities on the topics being discussed;

Step 3. Prepare a special place and toys necessary for the game.

- Be able to choose comfortable toys for the child;
- use of finger theater tools

Stage 4. Preparing children for play activities.

- study the effects of the toy being played with and its substitutes;

Stage 5. Influence on moral relations in the game, formation of a game culture in the children's team, behavior, culture, game activities:

- to arouse certain feelings in children towards a particular game;
- teach children to make a game plan before they play;
- to teach children to share their roles and toys with their friends in a reasonable way during play;
- to form a culture of playing in a friendly manner with peers;

Role-playing game with plot:

"Zoo"

Goal: to develop interest in role-playing games with a plot. to create a game with a plot.

Equipment and materials: building materials. lego, wild. animal set. truck. toy substitute. white coat, for veterinarian Type of activity

- .a conversation about the appearance of animals in the zoo "Finder"

Let's complete the sentence:

Legs...horns,...hooves...which animal has them? (cow).

He has a hair in his ear -(almanac).

The body is prickly - (hedgehog).

"Name the cow": We name the cow after her babies.

- distribution of roles.

-additional: describing actions,

- loving and caring for animals. **Story-based role-playing game**

" Army demonstration "

Purpose: To provide information about the military professions of border guard, sailor, pilot, and intelligence officer.

-Conversation: "We are proud of our Motherland"

-watch a film about the army's involvement;

-poems about soldiers;

-knowing concepts about the army;

-distribution of roles as participants in the army.

-they held a demonstration.

Additional: review and reading literature about the military.

Attention: Distribution of roles according to the wishes of the children

Plot - role-playing game:

Toy store

Purpose: develops a sense of helping each other, increases vocabulary, toys, furniture, food products. dishes, vendor Equipment and exhibits: products that can be purchased in the store, paper money;

Progress of the activity:

- a conversation about types of stores;

-distribution of roles (seller, buyer);

-play based on the presented roles;

-analysis of products sold and purchased;

Additional: trips to the store;

Attention is paid to: increasing knowledge about professions, cultivating the seller's attitude towards customers, and the culture of communication.

The development of social skills in preschool children has a positive effect on their life activities. Scientists studying the adaptation of children to the community have emphasized the importance of upbringing in the child's adaptation to social life, and the participation of a number of methods and tools in their culturalization. The acquisition of social competencies in older preschool children in the process of achieving culturalization is becoming one of the most pressing problems today. Since any person lives in a social environment, that social environment affects his socialization.

When the educator verbally presents knowledge, children listen to it; when the educator assigns independent work, children perform it. The social competence of the child is formed through the centers. The role of the family and the preschool educational organization in the process of forming cultural competence through competencies in preschool children is very large. The importance and role of plot-role-playing games in the process of forming cultural competence through competencies in preschool children is of primary importance. In plot-role-playing games, the impressions of children from the environment are reflected. In game activities, culture is formed in the child. In addition, in the process of forming cultural competence in children, it is necessary to carry out activities in modern methods without negatively affecting the child's personality.

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