

Classification of Uzbek Children's Folklore Games

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ABSTRACT

This article discusses the thematic classification of children's Uzbek folklore games. The content of ideological games is widely disclosed. Information is given on the division of the goal and task of children's games into 3 types.

KEYWORDS: *Folklore, game, reality, motif, idea, everyday games, games about animals, myth*

I. INTRODUCTION

Games are considered to be independent mass, ancient and one of the traditional genres of children's folklore.

Games of educational value, ideological and substantive aspect, are on a par with the leading genres of folklore. Its historical and genetic roots are ancient, which are closely, inextricably linked with oral folk art.

The ideological content of the games is very wide and varied. The games depict ancient human worldviews, mythological understandings and imaginations, information about traditions and customs, in addition to a real life picture that depicts the relationship between people. And therefore, some of the motives of the games contain an educational and didactic character. And

Uzbek children's games are very multifaceted. They reflect pedagogical, ethnological, historical, physiological aspects. The games reflect the lifestyle of children, their psychology, worldviews and interests. And so games are studied by separating them into different semantic types.

II. MATERIALS AND METHODS

Uzbek folklore has extensive experience in classifying children's games. In particular, the studies of scientists-writers G. Zhakhongirov, O. Safarov, Sh. Galiyeva deserve special attention and recognition.

For the first time, we determined the provision on children's folk games, which differed in meaning, structure of images, type of plots, and educational direction.

Especially, when studying folklore and literary games, we found out that they differ in many ways, in particular, in description, image of ideas, method and rules of games, social needs and, most importantly, originality. It is necessary to pay attention to the distinguishing signs of the classification of children's games. Otherwise, completeness and roundness will not be enough.

The games reflect life events in the form of different real, historical and even mythological images.

The structures of the games are varied. Among them there are plot-thematic and without them.

In story games, there are 1-2 or more episodes. Motives in games vary depending on the type. Still story games differ from each other in plots. We divided games into 3 types

according to their goals, aesthetic goals, compositional structure and ideological content.

- A. hero games
- B. games in the images of animals
- C. household games

All these types of games differ from each other in social reality, way of performance and ideological meaning.

Games were used at different times not only by children, but also by elders. Their features are typical for other types of games.

Therefore, among them there is a unity that built the name of the games.

a) Hero games. Among children's games, heroic games form a separate group and have their own specific place. In such games, heroism rises, protection of the weak, care for loved ones. Considered heroism. In them (participants of the game) passes a physical test, like a true, courageous hero among peers. The main features of the same games are the usual movement of heroes with their motive of testing and their evaluation.

The events of these games develop when the hero encounters difficulties with various trials and difficulties. And so the test motive is considered an active motive among these games.

Heroic games are compositional plots. In these plots, the main place is occupied by the conditions of the motive and their solutions. As a result, the hero (winner) stimulates. The test of strength, the intellect of the hero is a traditional poetic motif in folk art. To determine the heroes, people's defenders, you need to organize different competitions. So far, two types of games have developed:

The first includes all the games that are determined by the strength and power of children. And the second includes games that are determined by the strength of children's knowledge.

Heroic games bring out the powers of knowledge and power of people in children's games. Through these games, children feel their mental and physical abilities and can achieve their goals. Among the themes of games, bravery and daring is the main theme of heroic games.

The plot setting is similar to each other and therefore the characters can meet with any difficulties for the sake of their goals.

Heroic games consist of patriotism, folk thoughts. In these types of games, feelings of patriotism, honesty and friendship are reflected. For obvious heroes, there are main roles and places. In heroic games, the main one in epic works or in fairy tales, the hero's journey to his homeland is widely reflected. In epic works, the main motive is the search for one's loved ones, and in children's games it is the

mythological character of the hero, to search for the spoiled children. The main goal in the heroic games is to achieve one's goal. It is known that bakii meet in fairy tales and epic ones.

The main feature of the heroic games is the test of the courage of the heroes of the games. This test is like a competition.

eg: Kim chakkon (who is quick)
Eng chakkon (the most generous)
Kim tezroq (who is faster)
Arkon tortish (rope attraction)
O'q va yoy tortish (bow throwing)

b) games about animals. This type of game is an independent theme of children's games of folklore. Namely, in these games conflicts between animals are reflected:

eg: wolf and hare, rooster and hen.

In the plots of fairy tales about animals, they can be distinguished by their names, manner of performance and ideological meaning. An example can be given:

"Ordak-Tulki" (fox and duck)
"Khuroz-tovuq" (rooster-hen)
"Buri keldi" (The wolf has come), etc.

There are no characters (heroes) in the plots. of people.

III. CONCLUSION

Playing animal characters, children try to express real images of animals. Such animal games bring up the feelings of children, such as insatiability, reasonableness, liberty and justice. Until now, there are psychological experiences of animals as in humans. And therefore (children) playing animal characters, children try to speak on their behalf.

Not all games about animals have semantic productions. Among them, one can meet a real picture of life as dehkans, shepherds, the way of life of a dehkana, a shepherd.

For example: "Garden", "Hares", "Sparrows".

In these games, animals are described that damage dekhkan crops.

Images of a wolf, a mesa, a hare are very often found in Uzbek children's games. Among them, the most complex image is the images of a wolf, a fox and a bear because they have to drive the children who run away. And the images of a hare, a goat, a chicken are their task to run away.

It is known that these characters are the main characters of fairy tales. In general, they are found in the yog tales of Turkic folklore.

The pace of animal games is very excited and enthusiastic. In order to fully portray animal characters, children try to bring the action to life.

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