

Preparing Preschool Children for Social Life through Play Activities

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Abstract

This article discusses some problems of socialization of preschool children through play activities.

Keywords: pedagogical technologies, methodological approaches, health-saving technologies, project activity technologies, student-centered approach.

Socialization of a person begins from birth and happens throughout his life. During childhood, they are carried out processes such as growth and development, as well as the child's entry into social world. The child learns about the world of human relationships, masters values, masters the norms of behavior accepted in society with the help relatives, adults and peers who in one way or another carry within themselves certain social skills, and the child replenishes his own social baggage of knowledge and skills.

- Technology is a tool for the professional activity of a teacher.
- The essence of pedagogical technology lies in the fact that it has a pronounced phasing (step by step).
- Innovative activity is a special kind of pedagogical activity.
- Innovations define new methods, forms, means, technologies used in pedagogical practice, focused on the personality of the child, on the development of his abilities.
- Innovative technologies are a system of methods, ways, methods of teaching, educational means aimed at achieving a positive result due to dynamic changes in the personal development of a child in modern socio-cultural conditions. The use of modern educational technologies ensures the flexibility of the educational process, increases the cognitive interest of students, and increases creative activity.

Thanks to the introduction of modern learning technologies into the educational process, children with disabilities have a greater chance of acquiring the necessary skills for later life and successful adaptation in society, and increase the level of motivation for learning. The following innovative educational technologies are used in pedagogical practice:

- health-saving;
- technology of project activities;
- developing;
- corrective;
- information and communication;
- technologies of research activity;
- personality-oriented;

- gaming;
- teacher portfolio technology. Now let's look at each technology separately.

Health-saving technologies: their main goal is the formation of a conscious attitude of the child to the health and life of a person, the accumulation of knowledge about health and the development of the ability to protect, maintain and preserve it.

The forms of work are:

- gymnastics (morning, eye gymnastics, breathing exercises, finger and dynamic gymnastics);
- physical education classes;
- sports holidays;
- physical education minutes between classes, dynamic pauses;
- walks;
- relaxation;

Project activity: its meaning is to create a problematic activity that is carried out by the child together with the teacher. The knowledge that the child receives in the course of working on the project becomes his personal property and is firmly fixed in the existing system of knowledge about the world around him.

The main goal of the project method is the development of a free creative personality, which is determined by the tasks of development and the tasks of the research activities of children.

Projects vary:

- by the number of participants: individual, pair, group, frontal;
- by duration: short-term, medium-term, long-term;
- according to the priority method: creative, game, research, information;
- by topic: include the child's family, nature, society, cultural values and more.

Information and communication technologies have received their natural development in our "advanced" age. A situation where a child would not know what a computer is is practically unrealistic. Children are drawn to acquiring computer skills. With the help of exciting programs for teaching reading and mathematics, for the development of memory and logic, children can be interested in "sciences".

The computer has a number of significant advantages over the classical lesson. Animated pictures flashing on the screen attract the child, allow you to concentrate. With the help of computer programs, it becomes possible to simulate various life situations. Depending on the abilities of the child, the program can be tailored specifically for him, that is, to focus on his individual development.

Visualization lesson - the presentation of the content is accompanied by a presentation (demonstration of educational materials presented in various sign systems, including illustrative, graphic, audio and video materials).

A practical lesson in the form of a presentation is the presentation of the results of project or research activities using specialized software. Examples of forms of classes using information and communication technologies:

Tasks of teachers: to keep up with the times, to become a guide for the child in the world of new technologies, a mentor in the choice of computer programs, to form the foundations of the information culture of his personality, to improve the professional level of teachers and the competence of parents.

Information and communication technologies in the work of a modern teacher are:

- selection of illustrative material;
- exchange of experience, acquaintance with periodicals;
- preparation of group documentation, reports - selection of materials for classes;
- Familiarity with scenarios;
- creation of presentations Correctional technologies: their purpose is to relieve the psycho-emotional stress of schoolchildren.

Kinds:

- technology of musical influence (music therapy);
- art therapy;
- logarithmics;
- fairy tale therapy;
- color therapy;

Cognitive and research activity: the main goal is to create an experimental activity, in which the child is an active participant. The direct participation of the child in the course of the experiment allows him to see the process and the results with his own eyes. When organizing these technologies, pupils are offered a problematic task that can be solved by researching something or conducting experiments.

Methods and techniques for organizing this activity are:

- conversations;
- observations;
- modeling;
- fixing the results;
- Didactic games, game training and creatively developing situations;
- Job assignments, actions.

Personality-oriented technologies are technologies that put the personality of the child at the center of the educational system, providing it with comfortable, conflict-free, safe conditions for development. Provides for the preparation of individual educational programs that meet the needs and abilities of each individual child.

The purpose of this technology is to create democratic partnership humanistic relations between the child and the educator, as well as to provide conditions for the development of the personality of the pupils. With a student-centered approach, the personality of the child is placed at the head of learning. Morning gathering as a way of organizing free verbal communication Goals and tasks of the morning gathering:

- develop skills (communication, planning one's own activities, etc.);
- learn to explain your emotional state in words;
- develop cultural communication skills (greetings, compliments, etc.);
- to teach to formulate judgments, to argue statements, to defend one's point of view;
- choose from personal experience the most significant, interesting events, talk about them briefly, consistently and logically;
- learn to make choices, as well as plan your own activities.

Game technology. Practice shows that a lesson using game situations contributes to the emergence of an active cognitive interest of schoolchildren. In such classes, a special atmosphere

develops, where there are elements of creativity and free choice. The ability to work in a group develops: its victory depends on the personal efforts of each. At the same time, games have many cognitive, educational functions.

It has been proven that children not only satisfy their needs for entertainment, but also learn relationships between people, master the norms and rules of behavior in society, accumulate ideas about the world around us, so we can say that in. For social development, it is advisable to use games.

Thus, we diagnosed the condition social development of middle-aged preschoolers. After that role-playing games were selected to develop children's social experience and implemented by us and in continuation of the work we started by educators groups, which can be considered an element of a formative experiment. We were able to test part of this work, which we presented, intermediate results indicate possibilities and necessity of using socializing game possibilities.

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