

The Importance of Universal Values in Foreign Action Games (in the Case of German Action Games)

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Abstract. The significance of action games, the analysis of German action games, the inculcation of universal human values through the educational method and their introduction to Uzbek elementary school students through the experimental method are highlighted.

Key words: *Outdoor games, values, foreign outdoor games, physical education, pedagogical significance.*

Introduction

In the modern information age, children have mastered the use of media such as computers, tablets, and smartphones from early childhood. Especially nowadays, when a young child is used to holding a mobile phone in his hand, “then he will sit quietly and not make a fuss”, “my neighbor's two-year-old child uses the phone freely”, “these days There are many modern parents who think that if they don't know, they will fall behind. Showing too much love to a child, fulfilling all his wishes, on the contrary, being completely indifferent to him, not being interested in his behavior leads to children's interest in books and entering the virtual world.

So, how to find a solution to this, if the question is raised, who is responsible for getting rid of harmful habits, it is certainly the responsibility of parents who are not indifferent to the fate of each child, pedagogic staff and active enthusiasts for public works. We mean a mature generation or an educated person as a person whose spiritual world is rich, intelligent, literate, who has properly mastered life experiences. Today, it is not enough for the young generation to be educated, at the same time, they should have such qualities as humanity, kindness, and sincerity. When we look at the past, we look at the scientific potential of our ancestors, the rich historical, spiritual and cultural heritage they left, not with envy, but with admiration [2].

President Shavkat Mirziyoyev said in his speech – “Educating the young generation is the most important task for us” [1]. Based on this, young researchers like us still have a lot of work to do. With the slogan of our honorable president's speech, we should greatly improve our activities with positive results in the research work of our mobile games that serve for the education of the young generation.

Study of information within the subject.

The concept of universal values is one of the main concepts for the world. It is a form of society and international relations. Universal values determine the individual and collective behavior of a person, are based on the traditions and culture of peoples, and serve as sources of legal laws.

Therefore, we imagine the future of our country not wrapped in our own shell, but deeply absorbing universal and democratic values. We see our perspective in liberalizing state and social governance, introducing human rights and freedoms, and the diversity of opinions into our lives using

the experience of developed countries. At this point, it is worth saying that in order not to create a void in the spiritual world of our youth, it is necessary to form a healthy way of life, respect for national and universal values in their hearts and minds from childhood. It is especially important to gradually inculcate the elements of our national values, starting with simple concepts of morals and manners, starting from the elementary grades [3].

Action games are one of the most important and practical tools for educating children and teenagers. Action games include a variety of physical exercises related to overcoming obstacles of different nature and showing different qualities and abilities. In addition, competitive moments, which usually bring joy to children, are also part of action games. It is known that the games of children of preschool age have the character of imitation. The child observes the surrounding existence, includes its elements in the game, and through this game learns about the world around him, in which a certain attitude towards life events appears. By imitating various things in life, work, natural phenomena and animal life, the student understands the meaning of these events and actions, gradually gains life experience, learns to overcome difficulties, in which action skills are formed and his imagination is enriched. Children's creative games should be given ample space. But such games cannot be left out of the attention and guidance of parents and educators. By gradually developing the game in the right way, children can develop observation, initiative, independence, hard work and be able to correctly assess the surrounding situation, their own and their friends' actions, and personal it is necessary to educate in the spirit of correct attitude towards failure [4].

The purpose of the study. It consists in developing pedagogical recommendations for improving educational technologies using foreign mobile games to inculcate universal human values in elementary school students by means of mobile games.

Tasks of research.

1. Philosophical, historical, theoretical analysis and improvement of pedagogical processes of technologies of inculcating universal human values in elementary school students by means of action games;
2. Forming a classification of action games reflecting universal values and implementing it in practice;
3. Checking and justifying the effectiveness of improving the technologies of instilling universal human values to elementary school students by means of action games through a pilot program.

Research methods. Comparative analysis, pedagogical observation, modeling, conversation, interview, test, pedagogical experimentation methods were used in the research process.

Pedagogical experience. The experimental program is aimed at improving universal human values of elementary school students through action games. In the experimental test program, a collection of foreign action games was studied, analyzed and conducted as an experimental test among elementary school students.

Ball on the ceiling

Duration: about 15 minutes

Equipment: Blanket, ball

Game description:

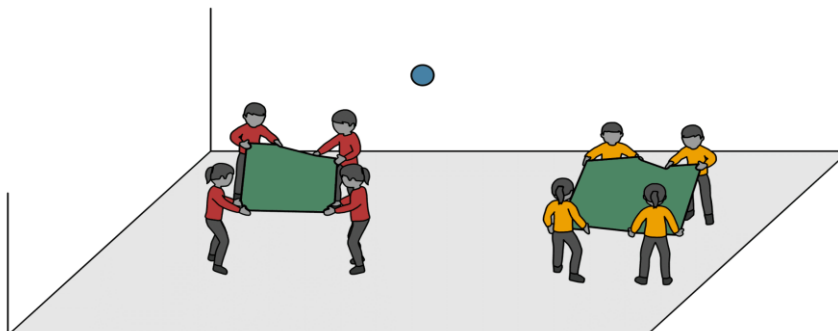
Two teams will be formed. Both teams will receive a blanket spread with all the players on their teams. The goal of the game is to pass the ball back and forth. Two teams play together and make connections with the ball. If the ball falls on the ground or is played more than once by the same team, the game starts again from scratch. How often do players play back and forth?

Options

- Teams play the ball on a set net. You can also play against each other.

- Teams play with towels. Two people always have a towel to play with.

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DECKENBALL



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Balloon challenge

Duration: about 10 minutes

Equipment: balls, cones

Game description:

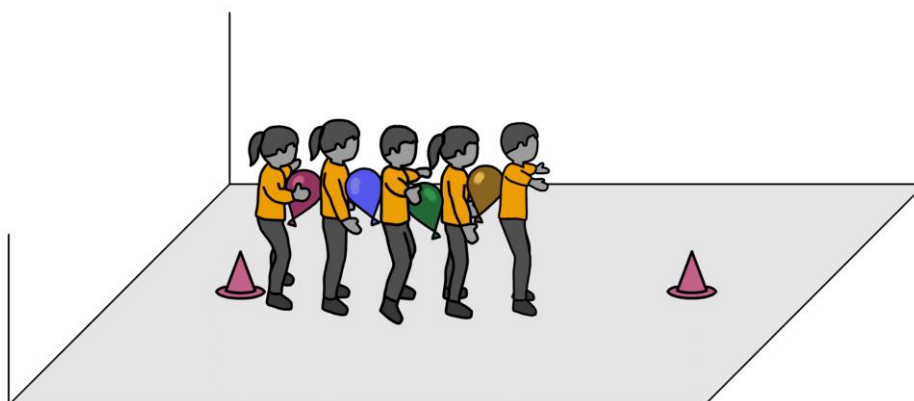
At the beginning, the distance of the route is determined by cones. Players pop a ball and form small groups (5 to 6 people). Now they line up one behind the other. A balloon is squeezed between the stomach and back of each participant. Once the ball is placed between all players, they must try to complete the route. Balls may no longer be touched by your hands. Which group can cover the distance without the ball hitting the ground?

Options

Players form pairs and complete a route or obstacle course.

Soft balls are used instead of balls.

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Robot game

Duration: 5-10 minutes

Equipment: Blindfolds or scarves

Description of the game.

Two players always form a pair. They line up one behind the other. The person in front is the “robot” and is blindfolded, while the person in the back is the “programmer”. At the teacher's signal, the players move around the gym one after the other. The “robot” is guided around the hall by tapping on the back and shoulders. Students should think about and discuss the instructions in advance. Examples:

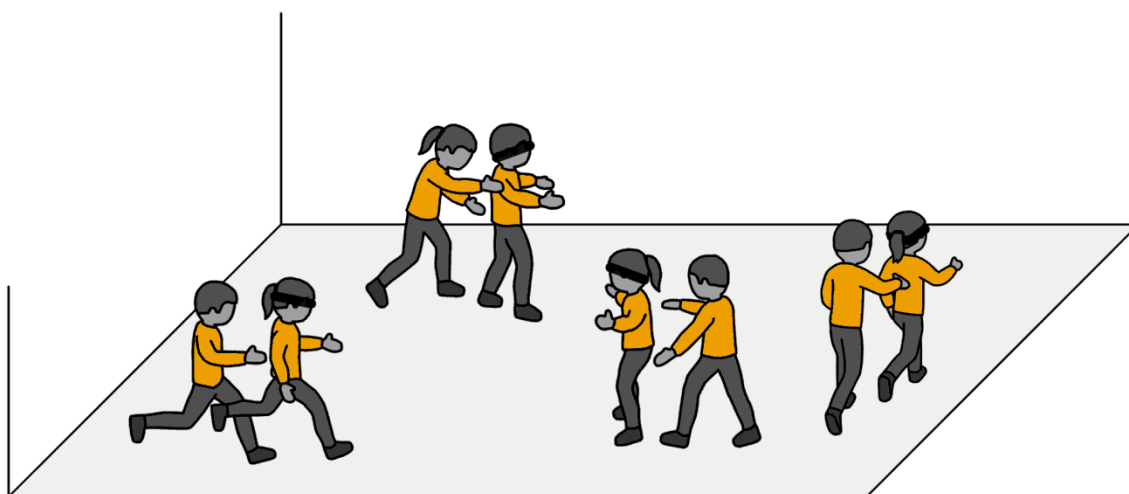
- Tap left shoulder: go left.
- Tap right shoulder: go right.
- Tap Back: Move straight ahead.
- Tap on the head: stop.

All couples run from the gym at the same time.

Options

- The “robot” closes its eyes.
- The playing field is gradually reduced.
- “Programmers” give acoustic instructions.
- The game is played outside in the woods or similar.

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DAS ROBOTERSPIEL



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We can feel that Germany, among the developing countries, wants to enrich the imagination of its students, i.e., 7-10-year-old children, by means of action games, their initial understanding of the “IT” field.

Analysis of results. Experimental work was organized on the basis of the following scheme: development of an experimental program - conducting initial action games, using foreign pedagogical technologies as experimental lessons, organizing spiritual and educational events - final discussion and obtaining conclusions .

Two groups of control (90 people) and experimental (120 people) groups were formed as the object of our research.

Summary. Universal values are a philosophical concept that expresses the unique characteristics of each nation, and represents its contribution and share to the treasure of national cultural heritage formed in the process of social development. The same national identity is expressed in the nation's culture, literature, art, sports, language, religion, historical memory, way of living, working and thinking, traditions. In conclusion, it is time to popularize among our students the feelings that are most needed today, such as “love of peace”, “love of nature”, and “hard work”. Pedagogical personnel in the field of physical education will contribute to society and the future if they use the action games based on these values during lessons and training.

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