

## Enhancing logical thinking using Uzbek folk games in comprehensive schools

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### **Abstract:**

**Abstract:** Logical thinking has been seen as a skill that had to be improved in every educational context. Therefore, enhancing this ability has become a principal issue for many educators and researchers. A great deal of research has been carried out to reveal what fosters this ability and how it is fostered. In this article, the relationship between logical thinking and Uzbek folk games is investigated. In addition, the implementation of folk games in teaching process of comprehensive schools to enhance the logical thinking of learners is analyzed. Several activities that can be used in comprehensive schools to enhance the logical thinking of learners are proposed.

**Key words:** folk games, logical thinking, imaginative thinking, creative thinking, health protecting technologies, motivation to learning, memory.

Modern education is characterized by complicated teaching programs and increasing of the amount of information not only in Middle school but also in elementary ones. As a result, young learners suffer from high psychological and physical burden.<sup>1</sup>

Health-protecting technologies are considered as the main and differential peculiarity of the whole education system. This is a unity of all used principles, methods and approaches of education and upbringing. Filling traditional technologies create the symptoms of health protection, the aim of which is not only to save the health of learners and teachers from unhealthy factors of education

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<sup>1</sup> Daniyarova K.A. enhancing logical thinking in the process of teaching English to young learners. Horijiy til ta'limi lingvodidaktikasi va asoslari. Samarqand 2022. Pp56-58.

system, but assist upbringing the culture of health among learners. Every year the number of children with poor health, tiredness, weak neuro-system is increasing.

Thinking of the individual peculiarities of a child, it is necessary to form interest in a child language, motivation to learning, train knowledge activeness, develop communication skills.<sup>2</sup> Implementing Uzbek folk games in teaching process can be also considered one factor not only protecting health but also enhancing the logical thinking of learners.

The development of logical thinking is inseparable from the formation of performance skills. The more versatile and perfect the abilities of schoolchildren are, the richer their imagination, the more realistic their design, the more complex logical problems they solve.

In order to develop the logical thinking of schoolchildren, it is necessary for them to gain experience and interest, to repeat the way of humanity in miniature, to overcome difficulties, and to satisfy their emerging needs in solving problems.

Below is the content of selected Uzbek folk games:

### **White poplar, blue poplar**

The intended purpose of the game. The game is to teach children to say words at the same time, to win the children of the other team, to move quickly, to be smart, to fight for the victory of their team.

**Game content.** 12-16 children participate in the game. Among these children, 2 supervisors are appointed and the children are divided into two teams. Supervisors clap hands to determine which team will start the game. Each two teams stand at a distance of 5-6 meters from each other. The starting team says together: "White poplar or blue poplar?" The second team answers them: "Who do you need from us?"

After the first team says, "We need you, Shakhida," Shakhida runs to break the chain of the first team. Shokhida's comrades say: "Run with all your strength,

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<sup>2</sup> Toshtemirova K.A. Using health – protecting technologies to enhance the logical thinking of learners in English. International Engineering Journal For Research & Development E-ISSN:2349-0721, Peer Reviewed & Referred Journal DOI 10.17605/OSF.IO/9BT7G. <https://iejrd.com/index.php/%20/article/view/2605>

definitely bring Anvar back" and they watch Shahida's movements. If Khokhida breaks the chain and returns with victory, the first team will continue the game. If Shahida herself fails to break the chain, the second team will continue the game. The game continues until one team wins. The remaining child closes his/her eyes or walks with his/her back to the winning team, takes a child, returns to his/her place, and the game starts again from the beginning. The teacher leads this game until the children master it well.

The rule of the game. This game is an action and word game. All children should perform the movements correctly, without breaking the rules of the game, and say the words correctly and melodiously.

The game teaches children to be alert, to compete, to use their full potential to achieve their goals. The game also helps to develop the ability to correctly assess one's strength by thinking logically.

The importance of the game. While playing this game, children connect words and actions. They play together as a team with their friends. Actively and enthusiastically participating in the game, they create aesthetic pleasure, try to make every movement and words come out beautifully.

### **Even or odd**

The intended purpose of the game is to teach accurately find and count fixed objects.

Game content. Several children can participate in this game, but they play in pairs. One of them bet, the other finds which hand it is, and counts it to see if it is even or odd. A small stick or stone is taken for fixing.

The rule of the game. The hands are held back and the object is fixed. Then participant says: "Find in which hand I have it." If the second child finds it, he/she hides it himself/herself. Both children look only at their friend's eyes while hiding. While finding, he/she sensitively observes the behavior of his/her friend.

The importance of the game. Children play the game with great interest and try to find the fixed object. It is recommended to keep the stick and stone used in the game where children can see them because children take them and play

independently. The rule of the game should constantly be reminded to children. The educational aspect of the game is that it teaches children to count, boosts their logical thinking. It develops the ability to find with sensitivity by looking at the eyes, and cultivates endurance. The formation of such characteristics in a child's personality requires a lot of effort.

### **Khommapish**

The purpose of the game. In the game, children use their knowledge and get used to finish what they started. When making "Khommapish", the word is also related to the hand movements. The spoken word must be performed at the same time as the action. The main goal for children is to make "Khommapish" beautifully and quickly.

Game content. Children have loved playing this game since ancient times. To play, they collect dirt or sand, prepare wood and water in a bowl, and then start the game. Khommapish is done individually, but several children play at the same time. Children slowly roll the soil or sand to their goals and make different shapes. During cooking, say the following words: "Khommapish, atala pish. If everyone else's is not ready, mine will be ready soon" - children speed up their movements even more. Every time they say a word, they describe the shape they are creating and imagining. Until you finish the shape you want to make: "Khommapish, atala pish. Even if everyone's is not ready, mine should be ready soon" each child repeats. Whoever finishes first, warns his/her friends and says: "I have finished." All children analyze and evaluate each other's work after completing the work. In this process there is a fierce debate. This situation helps to improve children's activities.

The rule of the game. The game develops children's ability to compete, to finish what they started, to try to do better each activity. Also, in the game, the hand movement should match the words.

The importance of the game. Children develop in all aspects by playing this game. Their vocabulary increases, their scope of knowledge expands, they try to overcome any difficulties to achieve their goals.

This game requires agility and knowledge. Whoever makes it beautifully with the fastest movement will get the first prize. In the game, children are in close contact with each other, they consult, help, and think with each other until they finish making the dough. Of course, they follow the instructions of their comrades. Also, by playing the "Khommapish" game, children get to know the things in nature: sand or soil, water, wood, boards, lumps, etc. Such games, especially in children of kindergarten age, develop such features as thinking, acting, and remembering.

### **Aylanma darra - Rotating whip**

The intended purpose of the game is accustoming children to be alert, agile, and develop logical thinking.

Game content. This game is played on the field or in the hall. A group of children participates in the game. He/she will be the beginner of the game. He/she will hold a whip made of a handkerchief. Children playing form a circle. The leader of the game slowly puts the stick in his/her hand behind one of the children. Noticing this, the player immediately picks up the whip and chases, if he/she reaches his/her place before the beginner, it is up to the beginner to continue the game, if he/she does not, the child with the whip continues the game. The game continues like this.

The rule of the game. In the game, runners must run outside the circle. It is not possible to enter the center of the circle.

The importance of the game. This game is played with preschool and elementary school age children. Every child who participates in the game will win only if he/she thinks logically, moves smartly and quickly. The game of spinning is considered one of the complex games.

Children aged 6-7 years are required to be supervised by an adult when playing. If children play too much, they can get tired quickly and perform some actions incorrectly. For example, they use whip incorrectly. This game develops intelligence, dexterity and logical thinking in children.

### **Bird's head**

The intended purpose of the game. Through this game, children's imagination skills are developed, in the game they get to know the names of birds, their size, whether they fly or not, and their characteristics.

Game content. 15-20 children can participate in the game and thereby develop logical thinking skills. The game is played on a wide field. The participants in the game are divided into 2 groups and a leader is appointed. Each child participating in this game has a scarf or a tablecloth, which is used as a whip. Before starting the game, a teacher or adult tells the content and rules of the game. Then supervisors come to the middle and decide which team will start first. The leaders of both groups come to the middle and think of a bird secretly from the children. Then they alternately show their children one end of the whip in their hands and say, "This is the head of the bird," and then, showing the rest of the whip, say, "This is the body with its body."

When the leaders show the whip, they try to show how big the hidden bird is. After showing them, they throw a question in the middle and says, "What kind of bird is this, who can find it?" Children begin to name the birds one by one. After the name of the bird is clearly found, the leaders stop asking. The children of the found group get the point. Then the game starts again.

The rule of the game. Before starting the game, the children are divided into two groups, and a leader is appointed. During the game, attention is paid to the leader's signal. Leaders should not reveal the name of the secretly assigned bird to their team. If they do not find the name of the bird, this team will not get a point.

The importance of the game. This game is played with children 6-7 years old. Through the game, children learn to find the names of birds with intelligence, analogy, reasoning, logical thinking. It is advisable to teach the birds, their names, shapes, characteristics, etc. before playing the game. Teacher can ask learners to ask questions about the characteristics of the birds.

### **Find my middle finger**

The intended purpose of the game. In the game "Find my middle finger" children are taught to play with organization, to be able to distinguish between fingers, to think logically.

Game content. "Find my middle finger" game can be played anywhere. 5-6 children participate in this game. In the game, one child hides the middle finger between the fingers, and the rest of the children find it. A count is used to determine the person who starts. For this, children form a circle. Then one of the players:

I sat and sewed,

I lost two needles

Lya-lya-lya let a child go out

Her name is Gulnara

children are taken out one by one. All the children go out and the last child starts the game. He/she puts his/her left hand behind his/her back and intertwines his/her fingers, grasping them with his/her right hand. Only the tips of the fingers of the left hand are visible. Then he shows to his friends and says, "Find my middle finger." Children carefully look at his hand and begin to look for the middle finger. In order to catch the fixed finger, children have self-confidence, lack of confidence, arguments about which one to grab, and internal excitement. One of the children grips the tip of a finger. Then the blocker releases his/her right hand. If the finder has found the finger correctly, the blocker will perform something (song, poem) according to the condition. If he/she does not find it, the finder himself/herself is considered a loser and fulfills the condition of the game. The child who finds the right finger continues the game. If the game is new for children and they don't have time for it, they agree on the role and hand it over to another child. This is how the game continues.

The rule of the game. The tips of five fingers should be visible during this game. The middle finger is found only at the tips of the fingers.

The importance of the game. "Find my middle finger" game is one of the fun word games. Because while playing, children often say the words "Find my middle

finger", "Find it if you know", "Find my middle finger if you are sensitive", "Find it faster". The rest of the children try to find the middle hand of their friend.

This game helps children to finish what they started, to observe, to distinguish, and thus to develop logical thinking skills.

### **Tapur-tapur pine.**

The intended purpose of the game. In this game, children are taught to perform actions correctly, to say words correctly, to be able to identify in advance, and develop hearing and sensing abilities.

Game content. The game is played on a wide field. A bench is placed on both sides of the playing field. Players are divided into two teams, and the teams sit opposite each other. Each team chooses its own captain. Leaders secretly name their teams (for example, dove, rooster, nightingale, goat, etc.). Then supervisors decide which team will start the game first by shaking hands or throwing checks. The leader of the team that starts the game first goes behind the second team, covers the eyes of a child with a tablecloth, and calls the child of his/her team by his/her secret name (for example, "Rooster"). The "Rooster" then quietly comes up and pats the child's forehead while his/her captain is blindfolded (or walks around as the named bird). Then he/she goes to his/her place and sits. As soon as he/she goes to his/her place and sits down, the children of this team slowly clap their hands on their knees and say:

Tapir-tupur pine

Take your choice

Tapir-tupur pine

Take your choice

they keep repeating, that child tries to find out who made the sound or sang before the bullies. He/she looks at all the children one by one and acts very intelligently, because if he/she finds them, he/she takes them, if he/she doesn't, he/she stays with this team.

At the end of the game, the team that has no child left except the leader is considered to have lost. Before the game starts again, the losing team must do

something according to the rules of the game. For example, they crow as a rooster or bray as a goat, etc.

The rule of the game. The "tapir-tupur pine" game is conducted by the elders. The players of both teams fulfill the demands of teachers. Players should not talk, make various gestures, and not show the child who made a sound. A child who pats his/her head or makes a sound should try not to express himself/herself. If he/she violates the rules of the game, shows himself/herself or tells someone, he/she will be removed from the game for a certain period of time. It is necessary to speak and move in rhythm at the same time.

The importance of the game. The game teaches children to be sensitive, to be able to pronounce the sound of birds, to find a person by the sound, to be self-controlled, and to train their will.

This game has not lost its value in some preschools.

As a result of the influence of the external environment, the child develops new qualities. These qualities are formed not by themselves, but under the influence of the conditions in which the child lives and grows.

The games we mentioned above bring joy and excitement in children.

Children reflect what they have seen and heard in general, many aspects of life, especially the versatile activities of our ancestors, in their games. The surrounding reality arouses interest in social life in children.

The educational significance of Uzbek folk games is great in the development of children to become mature, healthy, cheerful in all aspects. Because every game, according to its own rules, requires some kind of pleasure, beauty, and action that should be performed by children. But Uzbek children's games are not implemented in our pre-school educational institutions and primary classes. The reason for this is that until now, Uzbek children's games have not been collected in Uzbekistan, and their positive and negative aspects from an educational point of view have not been thoroughly studied.

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4. [www.ziyonet.uz](http://www.ziyonet.uz)

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6. [www.referatlar.uz](http://www.referatlar.uz).

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