

THE IMPORTANCE OF GAMES IN TEACHING CHILDREN TO LITERACY IN PRESCHOOL EDUCATIONAL ORGANIZATIONS

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Abstract:Recent development in new technology has led many teachers, schools and other educators to use it with their students in their learning process. Especially, in the field of special preschool education the role of educational computer games seem significant. In this short review paper we give a brief overview of the most representative articles that concentrate on these games that support preschool children who face literature, math, cognitive, intellectual and physical difficulties.

Keywords:Physical difficulties; literature; math; preschool education; literacy; educational organizations; technology.

Research has shown that games are quintessential for wholesome development in early childhood and beyond. Play lets youngsters practise what they know, and also what they don't. It allows them to scan via trial and error, discover solutions to problems, work out the fine strategies, and build new self belief and skills. Literacy development is a vital part of children's overall development. Activities like talking, singing, reading, storytelling, drawing and writing help to develop literacy. For babies and younger children, try nursery rhymes, sound games, 'I spy', and books with rhyme, rhythm and repetition.¹

Various lookup groups, together with nation and countrywide organizations, are trying to discover the affect of the use of new science in studying of kindergarten children. Many assets have been devoted to equip teachers, as they strive to combine a range of digital applied sciences into their classrooms while the current outcry for ubiquitous computing has led to a center of attention on handheld gadgets in schools. Handheld devices in kindergarten education have evolved from Palm Pilots and PDA's (Personal Digital Assistant) in the previous decade to mobile telephones and MP3 gamers extra recently. In the past decade, many studies have been conducted to inspect the effectiveness of educational computer games for various courses, such as arithmetic software program engineering business, laptop science, geography, language and decision- science.² More specifically, previous research have suggested that instructional computer video games can enhance the getting to know pastime of children, and also increase their gaining knowledge of motivation. Researchers have additionally mentioned that video games play a great section of the development of children's cognition and social procedures whilst they may additionally enhance their gaining knowledge of overall performance as well as their getting to know motivation.

However, a unique touchy and indispensable region of video games and education is the distinctive preschool schooling and the role of video games in it. Pre-school children's gaining knowledge of disabilities include biological/genetic disorders, perceptualmotor disorders, and visual processing disorders. In other words, neuropsychological learning disabilities are related to pre-school capabilities organizations that the toddler requires for learning. One of issues of pre-school teens with neuropsychological/developmental disabilities is executive features and interest that

¹ Georgia K. The Role of Games in Special Preschool Education. Greece. 2016.

² Prensky, M. : Digital game-based learning. New York: McGraw Hill (2001)

entails capabilities wanted by youth to study school lessons. Observed characteristics in these teenagers are delayed motor development, language delays, speech disorders, poor cognitive and conceptual improvement.³

Gaming literacy is literacy—it is the capability to recognize and create specific sorts of meanings. As I describe it here, gaming literacy is based totally on three concepts: systems, play, and design.⁴ Play improves the cognitive, physical, social, and emotional well-being of teens and young people. Through play, children analyze about the world and themselves. They additionally research competencies they want for study, work and relationships such as: confidence. The important goal of games in early childhood training is linked to the child's psychomotor development, interconnected with their mastering process, the place social interaction is improved, as nicely as the ability to improve strategies to reap goals.

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⁴ Lieberman, D. A., Fisk, M. C., & Biely, E.: Digital games for young children ages three to six: From research to design. *Computers in the Schools*, pp.299-313 (2009).