THE ROLE OF UZBEK FOLK GAMES IN YOUTH SOCIALISM

Submission Date: May 03, 2023, Accepted Date: May 08, 2023, Published Date: May 13, 2023
Crossref doi: https://doi.org/10.37547/tajssei/Volume05Issue05-05

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ABSTRACT
The main task is to honor national folk games and traditions, to pass them on to future generations, to inculcate the essence of our national games into the hearts of the young generation. Through this article, we will once again be sure of the essence of our national games and their role in our life.

KEYWORDS
Traditions, games, national and modern games, types of games.

INTRODUCTION
It is known that restoring, enriching, preserving our spiritual and cultural wealth, which are the national values of our people, and handing it on to the future generations, our enormous and priceless wealth created by our ancestors over many centuries. It is one of our main tasks to restore the place and position of our traditions, ceremonies, folk games, holidays and national values. We know from history that in any society where cultural, educational and educational activities are rationally established, this society developed rapidly based on the criteria of social justice.

LITERATURE REVIEW
generation, and instilling the essence of national folk games into the minds of young people is an urgent issue today.

It is known that a person is busy with activities such as play, study, work, and rest in his life. In the early stages of a person's life, play is the main activity, and then it continues along with study, and after that, play decreases and is replaced by study and work. In the early periods of human history, games played an important role in life, just like in childhood. With the help of games, humanity grew up, became fit, physically strong, intellectually, spiritually developed, spiritually matured.

RESULTS AND DISCUSSION


The roots of folk games, which have a very ancient and rich history, go back to the primitive times when humanity began to appear.

The existence of simple types of games even now in the animal world indicates that games are an activity characteristic of living beings.

It is no secret that games play an important role in human development. At the time when primitive people were engaged in gathering and eating for a living, along with experiments related to this field, the need for games and competitions began to be felt. The reasons for this are as follows:

First of all, whoever gathers a lot of fruit quickly during the harvest season is full. This created a unique competition.

Second, when skilled pickers got old, it was difficult for them to climb the treetops and stand on dangerous branches to pick fruit. And the children had a tendency to play games. The old people who used it taught children to pick fruit not as a job, but as a game.

Thirdly, in primitive times, there were battles between clans and tribes for fertile lands, which resulted in many casualties. More and more, ways to solve these issues in a cultural way were sought. Instead of the battles that ended over time, there were civilized fights.

Fourthly, the tribes invited representatives of the neighboring clans to visit them in order to solve their problems peacefully rather than by fighting. During this period, when human language was not developed, guests and hosts expressed their thoughts in the form of pantomime dances.

The first forms of games - fruit-picking competition, educational games, captains' contests, pantomime dances - began to take shape in the period when people were engaged in blacksmithing.
When people started hunting, if their hunt ended successfully, they were full, and if the hunt was unsuccessful, they were hungry and in pain. The hunters, returning from the hunt with the prey, were happy and tried to repeat the hunting process in the form of gestures, special actions and games. As a result, a cultural event with the name "hunting games" was created, which has an important place in history. "Hunting games" played an important role in the life of primitive people, they were held both before and after hunting. The pre-hunt games are organized as a special small serious event, serving as a pre-hunt exercise (checking readiness for the hunt, mental and physical preparation for the hunt). Young people were also taught to hunt in these games.

The game was not only an exercise in dexterity, a lesson in bravery, but also a school for training people in accordance with its time.

Animal husbandry is formed on the basis of hunting.

During the use of labor of certain animals: horses, oxen, donkeys, camels, deer, games imitating the actions of these animals are created. For example, feeding an ox for plowing in the spring - "Khosh-hosh", oiling and painting its horns "Shokhmoylar", double plowing ceremonies "Kosh Hayda", when riding a horse for the first time - "Games like "Caesar horse" appear.

Also, it was performed with the help of the seasonal ceremony of taking sheep's wool, smelling cattle skins, making fur from them, spinning wool and weaving clothes, various songs and dances, and games.

So, each of the branches of animal husbandry, for example, cattle breeding, sheep breeding, sheep breeding, poultry breeding, fishing, beekeeping, etc., have their own customs.

Thus, from the earliest times, games and dances began to be formed in human life along with labor experiences related to leather, hunting, cattle breeding, farming. Various games appear based on conscious work and experience. In turn, these games play an important role in the development of labor and human development.

**CONCLUSION**

In the territory of Uzbekistan, along with interesting games that everyone knows, there are also games specific to their regions. In Fergana, "Sparrow fell on my head", "Batman-Batman", "Song's head", "Captain", "Doppit tusz", "Par etdi", "Shayton-shayton" and others, in Tashkent "Chig' iriq" (playing a ball while spinning in place), "Chortak" (jumping between lines drawn on the ground), "Rope game" (jumping over a rope), "Tosh uyin" (small pebbles) such games were pictures.

Regional games were also played in different places and environments. For example, at home - sandal game, puzzle and word games; in the yard - roof games, rope, line games, hide and seek; in the fields - chirikas, tussle; in the garden - walnut, danak games; in the water - a lot of standing under water, swimming competitions, wrestling; in the air - to fly; in the sky - sheet games have been completed.

Every place had its own game, even places like cisterns, caravanserais, teahouses, and hotels had their own games. Passengers coming on camels and horses engaged in jump-rope games at rest stops.

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