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PHYSICAL FOR ELEMENTARY STUDENTS USE OF ACTION GAMES IN TRAINING METHODS

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ANNOTATION:*In the article, the methods of using movement games in physical education of primary schoolchildren of general secondary school, the positive impact of movement games on the pupils' bodies, the ways of shaping the mental, aesthetic, spiritual abilities of students of movement games are considered.*

Keywords: *moving game, physical quality, national value, physical preparation.*

ITRODUCTION

From the day of independence to the sphere of education in our republic the trust was paid to alaxida. Therefore, the brinchi of the Republic of Uzbekistan President I.A.Karimov attaches great importance to the upbringing of the younger generation, saying it was said:"raising the younger generation is the most basic task for us." Of which as a result, a solid universal in the currently growing generation formation of trust, vision; national cultures and values in the individual that we focus on growing feelings of respect, awe-inspiring needed.

Based on these points, the people in the education system of the growing generation conduct action games on the floor relying on the experiences of pedagogy period it is a requirement. The factor that prompted the child to play is his older people his vision of being and his interpersonal relationship and their the desire to try in personal activities, as well as playing as a team it is a passion to engage in direct communication with peers. Therefore, Ham in the activities of the game of character, the child demonstrates the fullness of various actions will be passionate about doing, showing ways to do them, and later to summarize and reflect all behavior Urin. The game will help children grow their physical qualities an important tool.

In the XIX century, V. G. Belensky, N. G. Chernyshevsky, N.A. Dobrolyubov and D. N. Pisarevs are engaged in educational work in Russia, including physical education those who said that Harakat games should be used in a wide range. They are improve the health of the people and improve the health of the people in the eventful games those who looked at it as a means of upbringing. G. V. Plekhanov Historical of society in the process of development, if the cocktail stands above the game Ham but in the child's life the first to note that the activity of the game precedes the cocktail is materialistic from the point of view had stood and proved.

P. F. Lesgaft plays games in its exercise system represents as a means of physical education. He used the game to kid says it will be prepared. P. F. To host Lesgaft Tribute Games the students who put up have not lost their value until now; the who setting specific goals for one game, the games being played the arrival of iOS to the strength and ability of the participants, to those who are engaged in the game it is necessary to have a positive effect, play games in a systematic way and regularly transfer, activity and independence of participants it was he who made the need to encourage the increase.

N. K. Krupskaya stressed that games play a big role in the child's life, it was said: "children not only grow up during their studies, but also play in the process of learning Ham, they learn to organize, understand learn". N. K. Krupskaya believes that this is how to organize work it is

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necessary that the games help to educate the younger generation in communist.Games are different. There are some games in which you can find rudeness in children, grows bragging, stuttering, etc.

Activities of a child from infancy to preschool age adult growing to the level of self-control independent of the activities under his leadership passes through. However, all the conditions mentioned above are inextricably linked cannot serve as the basis of any game due to its absence, and accordingly performed in a way that depends on the objects of gaming activity up to a certain period increases. Psychics say that the game does not arise on its own, for this, there must be a number of conditions: a) in the child's mind it content of diverse impressions about the surrounding reality find; b) of different types of motor and educational methods of influence availability; v) frequent handling and communication with the child's adult introduction. In this, the way in which adults directly influence the child the doer plays a role. This objective condition is itself National People the organization of action games is not yet enough to create, for this the relationship between a child and an adult should be radically changed. Aks without independence does not arise.

From time immemorial, our ancestors also in children, first of all with rigor the fact that they have brought up the will, independence, and envisaged a lot of goals it is known. In this, adults increase the demand for children and make the child they should be taught to act independently. Similar events promote independence and organization of independent activities in the child forms. A preschool child is gradually becoming a part of the life of an adult and penetrates into the world of activity, before manifested in collaborative activities being positive emotions, spiritual leading towards enthusiasm and boldness experiences rise to the spiritual world of an adult at the sample level.

At school age, the child himself independently lives the life of an adult and begins to find ways to access his activities. He later worked on adult life and desire to participate in all areas of activity, interpersonal relationships will show. That's why people's national action games are adults creates a new relationship between the child and the child, and in this relationship national characteristics: value, respect for their land, respect for adults qualities such as being form and find content. Gaming activities it is social in its content and essence. National action games the child can be a vivid example of independent activity, in this aspect through the content of the games, he gets to know the life of an adult more closely. In the game, this is in the interaction of playing conditions and subject actions that the main focus is often on acting with objects, in this case, the subject games are for example: with a stone, with a chopper, with a dowel, etc.It should also be mentioned that it serves as a leading activity for the child's movement is. But the child will be able to perform some kind of task in the games, which he also does you should not lose attention. For example, a subject from an object such a situation occurs in games that are set to convey to the latter can. Startup in the process of using national action games the following distinctive features of schoolchildren should be taken into account:

1.Adult activities of the child, their attitude to objects and interest in mutual treatment, attitude.

2.Children's folk action games are the outermost of the surrounding reality that it reflects expressive, exuberant emotional aspects.

3.In competitive games, the child is in the same conditions as an adult, the only being able to practice his desire, feeling that he lives on the ground.

From the scientific research work carried out, it became known that, one group of students learn materials quickly, the second group relatively late, while the third group will acquire much later. From in addition, the general physical in mastering learning materials preparation is of great

importance. Economic to the child's physical fitness conditions: accommodation, material condition of the family, number of children, parent influence of knowledge, worldview and their place of work, etc. The observations carried out and the data collected are that it shows that the physical development and training of children, worldview, activity in the process of training are described above closely related to factors is their great in physical enhancement he has morality.

Action games are very widely used for this purpose it is one of the important physical education and sports tools. The game is unique to humans one of the specific forms of activity. Game concept of a young child from simple movements that you do with a scarecrow to adult ones performed in basketball, volleyball, hockey and many other sports includes physical activities that increase. Game conditional it is a conscious activity aimed at achieving the goal. Some kind of material in the game wealth is not produced. The goal of the game is in itself. Game history is the process. It appeared in the early stages of the development of society. The game is human-like from infancy to old age. Only physical to the game it would be wrong to look at it as a means of upbringing. Because it is the education of the individual and has a general effect on its formation. Therefore, the game is always educators, psychologists, philosophers, art historians, doctors, etc. his attention was drawn to him. The emergence of the game at the moment, in terms of development, there are two: materialistic and idealistic. according to materialists, the game is brought by a cocktail, whose determines development. Play and labor are opposite each other they will put.

The conscious Game of humans and the unconscious harakats of animals they do not see the difference between. With the growth and development of the child the content of the Games changes, the game activity is simple in the early stages if in character, then later he will get rich. In economics and in the labor process the changes affect the content of the games. In this re old games will be developed, new ones will appear. People's games this is how it differs again from that of animals.

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