

LINGUOCULTUROLOGICAL PECULIARITIES OF GAME NAMES

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Annotation: This article is about children's games and their role in children's life, linguistic and cultural characteristics, and it will be discussed a number of times how important games were in ancient times. At the same time, the importance of games in children's future was mentioned.

Key words: Primitive people, hunting exercises, linguoculturology, social resource, cognitive linguistics, action games, motivation, linguistic world.

O'YIN NOMLARINING LINGVOMADYUNYOLOGIK XUSUSIYATLARI

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Annotatsiya. Ushbu maqola bolalar o'yinlari va ularning bolalar hayotidagi o'rni, til va madaniy xususiyatlari haqida bo'lib, qadimgi davrlarda o'yinlar qanchalik muhim bo'lganligi haqida bir necha bor muhokama qilinadi. Shu bilan birga, o'yinlarning bolalar kelajagidagi ahamiyati ham aytib o'tildi.

Kalit so'zlar: Ibtidoiy odamlar, ov mashqlari, lingvokulturologiya, ijtimoiy resurs, kognitiv lingvistika, harakatli o'yinlar, motivatsiya, lingvistik dunyo.

ЛИНГВОКУЛЬТУРОЛОГИЧЕСКИЕ ОСОБЕННОСТИ НАЗВАНИЙ ИГР

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Аннотация: Данная статья посвящена детским играм и их роли в жизни детей, языковым и культурным особенностям, а также неоднократно будет обсуждаться, насколько важны были игры в древности. При этом было отмечено значение игр для будущего детей.

Ключевые слова: Первобытные люди, охотничьи упражнения, лингвокультурология, социальный ресурс, когнитивная лингвистика, игры-действия, мотивация, языковой мир.

Introduction: Children's games, which are one of the oldest elements of the thinking of our ancestors created in ancient times as part of primitive religious orders and rituals. With the passage of time, games have lost their feature as a part of these rituals and turned into a simple entertainment element or a means of entertainment. A large part of the children's books formed in the process of direct labor due to the need to interpret the way of life of ancient people. Hunting, animal husbandry, farming, crafts, as well as the daily lifestyle of our ancestors are among the primary and basic social sources that are the basis for the origin of children's games. It would not be an exaggeration to say that games, as an independent type of activity, have always determined the way of society to great extent. Scientists and pedagogues of many countries are studying the essence of games, its origin, development and importance. Accordingly, there are various theories, opinions and views expressing the essence and origin of the game. The source of the content of the child's play activity, as we mentioned above related to the environment surrounding him, so the description of children's games is said to be as follows. In the history of human development, work plays an important role, but in human nature, play precedes his future labor activity.

Games existed at the stage of history, when the work of people became the basis of civilization and development. Play is a product of social development. Therefore, like work and other types of activity, play has a social character. Primitive people's desire to hunt wild animals and tame them led to the creation and demonstration of hunting events. D. U. Elkonin, researching the origin of game and art, «primitive people expressed the events of hunting, war and other serious activities in games. Playing the failures in hunting game show them the mistakes made during the hunting process and He concluded that it helped to determine the causes of failures. According to historical data, hunting games played an important role in the life of primitive people. In some sources, games were held before the hunt, while in others, opinions are given about the games after the hunt. If we analyze these data in depth, it can be said that hunting games were held both before and after hunting. Pre-hunting games served as



pre-hunting exercises (testing readiness for hunting, mental and physical preparation for hunting) and were held in the form of a special small ritual. In the process of this game, primitive people learned to approach the prey, and then to catch it easily studied. At the same time, they taught the wolves to hunt in the game. That is why the game played the role of a kind of school, on the one hand, it encouraged the development of hunting skills, and on the other hand, it formed and developed the art of imitation in them. It can be assumed that the post-hunt games were played after the successful completion of the hunt. Because hunting with prey made it possible to feast, rejoice, and enjoy the whole community. In these games, hunters, after hunting all day and getting tired, rest their bodies in the evenings, express today's impressions, feelings and emotions, satisfaction from hunting, happiness. For a long time, it became a tradition to play games after every successful hunt.

Linguoculturology is a collaboration between the sciences of linguistics and cultural studies, but linguistics is the most important branch of linguistics. That's why this idea has come to the world directly in the field of language science. The concepts of language, person, world are interrelated and are connected by thinking. In the process of thinking activity, knowledge comes to the fore, and through the same knowledge, the real world is understood (knowledge can be everyday or scientific, depending on the needs of a person), and it is realized in the mind of a person and is expressed in language. Therefore, it is necessary to pay attention to the linguistic landscape of the world. In Linguoculturology, cognitive linguistics, and in general, in the anthropocentric paradigm, there are a number of basic concepts such as «linguistic landscape of the world», «linguistic person», «concept». Although many opinions and explanations have been given in linguistics about these concepts and terms, no consensus has been reached about their meaning. However, in the application and interpretation of the term «national linguistic landscape of the world» there is a significant stop: «There are as many national linguistic landscapes of the world as there are languages, each of these languages is a collective and ethnic consciousness in terms of understanding and categorizing human existence in the universe. reflects the results of many centuries of activity». Language is a multitasking phenomenon. Nizomiddin Mahmudov emphasized that in addition to its communicative function, it fulfills several tasks such as knowing the world of language, collecting and preserving knowledge, passing it on to future generations, reflecting the spirit, and creating the categories of beauty. Of course, the linguist has the right opinion in this regard. From this point of view, the formation of anthropocentric thinking took an important place in the language. Its importance in language also serves as a guide for children's games, which is the subject of our small scientific work.

Considering language and nation as the same concepts A. Kaydar says: «If we consider nation and language as one unit and interrelated phenomena, language is not only a means of communication between representatives of a certain nation, but also a» witness «of spiritual and cultural heritage. may and may adopt the nation's way of life, national identity, worldview and understanding of the world, customs and traditions, as well as pass the treasure of ancestral heritage as a priceless gift from one generation to the next.»

Literature review. J. A. Mankeeva stated that «in modern linguistics, the field of research of language as a spiritual and cultural treasure of the nation is expanding more and more, the reason is: each language is a sign system that preserves the history of the nation in a unique form, its own culture, perception and selectivity, character and consciousness, lifestyle and traditions, traditions and wisdom as a manifestation of human experience. Therefore, in Uzbek linguistics, the unity and interrelationship of national characteristics and national spirit described in language became the basis of cognitive linguistics and it has widely spread in the fields of science such as linguistics, ethnolinguistics.» And they entered every field, even if we pay attention to the names of children's books, we can be a clear witness of this.

Conclusion: So, if active games are used more, the effectiveness of the games will increase in the process of physical training of children. This is of great importance for increasing the prestige of our country and nation in the world. Thus, the movement games created by the people combine with work, lifestyle, nature of the environment, cultural heritage of the people, traditions, customs, universal values and create a wonderful balance. In the process of physical education of young people, instead of compulsory exercises, selection of national games, dances, physical exercises and national sports, determining their size, importance and effectiveness, Alisher Navoi's «Mahbubul-qulub», «Farhod and Shirin» ", Umar Hayyom's «Navroznoma», Ibn Sina's «Al-Qanun», Kaykovus' «Qobusnoma», Mahmud



Koshgariy's «Devonul Lugatit Turk» works serve as excellent sources. Studying and researching Uzbek folk dances and applying them to the practice of educating children is one of the main means of raising our values, culture and spirituality. It is our main duty to preserve the great treasure of the people, to protect the national heritage and to pass it on to the next generation. What is their internal and external content? Why is it that even today in educational institutions, sports schools and health centers, folk movement games as a subject have not been included in the curriculum? Based on observations and studies, it has been proven that playing active games in physical education classes or in free time has a positive effect on the nervous system, the center that controls the activity of functional organs of the human body. In the course of action games, the introduction of children into various roles and characters (hunter, sniper, resourceful, good wrestler, tulkivoy, and other imitations) instills in them the motivation to seek, creativity, ingenuity, ingenuity, and other such qualities, and not only this criticism, rather, he urged his sons to find satisfaction in their desire for action. In fact, the types and content and forms of folk movement games are diverse, they are abilities such as memory, attention, perception, consciousness, thinking, will, feelings such as pronunciation, speech, intonation, solidarity, justice, patriotism, etc. It forms and educates virtues such as mutual respect, manners, bravery, bravery, courage. Therefore, it is not necessary to prove that universal and national sports are a priority tool for human health, his worldview, and the upbringing of the young generation as a physically and mentally well-rounded person.

In conclusion, we can say that the children's game is not only a game, but also a process of introducing the child to society. While playing the game, the child develops communicative skills, develops physically and becomes agile. This shows the need to develop such games at a time when mobile communication is developing and children are becoming attached to it. «The Uzbek are interesting, their words are even more interesting than themselves,» said the master of curiosity Khojiboy Tojiboyev.

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