

## FOLK GAMES

Folk games are a peculiar genre of folk creation and have a centuries-old history. Games were created by the people and reflect people's daily activities and events. Shaping impressions, observations and emotions, folk games contain words, music and dance elements. Likewise, games have never been just a pastime activity, but they were the means of bringing up from early childhood until reaching

adolescence. From infancy to maturity life events, natural phenomena, power of words, human relationships were studied with games.

Even at present the Uzbek people celebrate festivals and ceremonies with big performances. For example public performances, festivals, Navruz celebrations, harvest holidays folk games are used widely. During these festivals such folk games as "Olomon poyga", "Qiz quvish", "Kurash", "Agdarish", "Kopkari", "Doppi yashir", "Eshak mindi" are being conducted as a competition and sport games. In majority of Uzbek folk games such musical instruments as *karnay*, *sunray*, drum and kettledrum are widely used.

Folk games were created in ancient times as part of primitive rituals and ceremonies, one of the oldest elements of the minds of our ancestors. As the time passes, these folk games contained inside of such ceremonies, lost their features of rituality and became just the means of entertainment. Traditional games played by children contain such games as "Chillik", "Argimchoq", "Oshiq", "Kochmak", "Oq suyak", "Bobaltaka", "Bekin-machiq", "Oq terakmi kok terak", "Quvlash-machiq", "Zim-ziyo", "Kurash" and "Kopkari". Some games are seasonal games and played after the winter, when spring comes, some of them can be played throughout the year.





## CHILDREN'S FOLK GAMES

Games are the initial type of activity of a child. By the means of game children adopt to life. The folk games serve to bring up nimbleness, resistance, creative resourcefulness, strength and hard working features in children. In Uzbeks games are projected on children and adults. Light jokes, competition, qualities that direct to team untidiness can be noticed in children's folk games. Children's games can be categorized according to the process of existence as follows:

- Hunting games (*Gang, Jambil, Lappak, Oshiq, Xappak, Chirgizak* and others);
- Shepherd games such as *Tuptosh, Kutarmatosh, Echkiyoin* (goat game), shepherd and jackal, *Kadamatayoq, Chillik, Podachi* (shepherd), *Chanta, Chuv-chuv* and others;
- Handicraftsman games, such as *Dandarak, Charxpalak* (water wheel), *beshbarmaq* (five

fingers), *Paqilloq, Lanka, Chigiriq, Uzüksoldi, Varrak* (kite), *Sartarosh* (barber), *Ko'zBog'lar* (bound eyes) and others;

- Peasant games, such as *Palakhmon, Jonburgam, Somonsepd, Chanoqo'yin, Shaftol-iShakar* (peach sugar), *Qo'riqchi* (Scarecrow) and others.

- Imitating games such as, *Khola-khola, Topaloq, Kim oladiyo, Ayiqo'yin* (bear game), *Cock Battles, OqsoqTurpa, Bosari, Asalari* (bee), *Geese* and others;

- Active games (*Cho'nkaTuvoq, ChimOtish, Who is Faster, Khurkach, Tufaloq, Chori-Chambar, Cat-Mouse, Wooden Leg, Durra Solish, Khalinchak* and others);

- Word games (*Who is Faster, Bolkon-Bolkon, Botmon-Botmon, Even-Odd, My Strange White Rabbit, OqTerakmiKo'kTerak, PirEtti* and others);

- Gathering games (*Gap-Gashtak, To'piqo'yin, King-Minister, King-Theft, Arshi-Alo* and others);

- Kurash* (National type of wrestling) and the games connected with *kurash*; National *Kurash, Polvonbozlik* (similar to heavy athletics), *Wrestling on Shoulders, Throwing down from WaistKurash* and others.

- Horse Riding Games, such as, *Chavghon, Uloq-Kupkari, Pedestrian Race, Golden Qoboq, Shoguloq, QizQuvish* (Pursuing a girl), *Eshak-Mindi* and others.

Nowadays in order to promote national games many efforts are being made. In particular, national games are being introduced to the "Physical Culture" curriculum of schools, higher educational mansions and special educational mansions.



