



## The Role of Play in the Life of a Modern Child

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**Annotation:** At every age, a person has a leading type of activity. This is the activity in which growth, learning, personality formation, development of all skills, knowledge and abilities take place. And for a child, such an activity is precisely a game.

**Keywords:** modern games, modern preschooler, observation, game, story-role-playing game, game components, parents.

### INTRODUCTION

Childhood is a special period when a child can "grow up". Now it is lengthening and ends almost at the age of 22, because the activity becomes more diverse and more difficult, and you need to study longer. There are different theories about why children need to play. The most popular: they do it in order to master some skills that will help them in life. The domestic theory says that in the game the child is aware of some functions of his psyche that are inaccessible to him without it. For example, playing with rules is the best way to form a child's arbitrariness. Also at this time, he develops imagination and thinking. For a preschooler, a game is a much more important activity than homework on "prep". It is with the help of games that a child develops the way he should by age: he forms skills that will then help him learn.

### MATERIALS AND METHODS

There should not just be a lot of games in a child's life: it should become more complicated and gradually move into another type of activity. If a child has played enough at primary school age, then it will be interesting for him to learn, that is, to set himself a task, come up with a solution and thus develop. Each age has its own development tasks. One of the many goals of preschool age is the transformation of imaginative thinking into abstract-logical. It is necessary that this happens safely, efficiently and with pleasure for the child and others. If you put him at his desk at the age of five, you will most likely ruin this process. This can be compared to a caterpillar that has wings sewn from a butterfly: it may take off, but not for long and not high, because it is not ready yet and it is not interested yet. Children's play is both entertainment, and education, and a means of self-exploration, and the construction of their "I", and the development of communication skills, and knowledge of adult life, and self-healing, and correction of child-parent relationships. In modern society, there are many types of activities that compete with children's play and even displace it, such as computer, TV and early learning. Now there are more and more children who practically do not play with other children. In this regard, questions arise: What is the meaning of a child's game? Are there age norms for children's play? In what cases should parents worry? What to play with the child and how? – Let's figure it out together.

### RESULTS AND DISCUSSION

For a child of any age, the game is the main action. This is the most accessible way of knowing the world around you. This is how children get new emotions, learn to control themselves, begin to

understand the principles and laws of the universe. Let's figure out what is the meaning, meaning, of a child's game?

- The game develops the motives and needs of the child – in the game there is a formation of the desire to act, the development of morality in human relations (honesty, patience, initiative, mutual understanding, mutual assistance ...).
- In the game, the child develops a desire to grow up – to perform (so far only in the game) socially significant activities: to treat, teach, build, raise children, perform feats, etc.
- The game develops the management of their behavior: subordination of their actions to the role, understanding the need for rules, creating rules, understanding the rights and obligations of the players, the development of will.
- Egocentrism is overcome in the game – the development of the ability to take the position of another is impossible without playing partners.
- The game develops mental actions: generalization of actions, development of logic of actions, preliminary design, planning, control, development of free speech, development of attention, memory, and imagination.
- It is the plot-role-playing game of preschoolers that is the best means of preparing a child for school, because the main secret of school success lies not in the child's skills, but in his social maturity.

A game for a child is a kind of school of life.

Games are an important element in the formation of communication and interaction skills in society in children. This is especially true for teenagers, because at the moment of personality formation, it is very important to understand and realize life goals, priorities and your personal status. Mobile, funny, psychological, intellectual and communicative games will help to tear a teenager away from the Internet and TV, opening up an equally interesting real world for him, prepare him psychologically for unusual situations and events. Everyone will transfer the experience of communication in games gained in childhood to an adult game – to "Life".

#### **Games played by children:**

1. Play store. Hospital game.
2. The teacher's game.
3. A game of wizards and magic, etc.

A special game makes the relationship between parents and the child warmer. A special game is one hundred percent of the attention of parents directed at their own child. It consists of praises, descriptions and reflections. Often the child uses bad behavior to attract attention. If children do not receive positive attention from their parents, they will fight for their negative attention, so long as it is there.

#### **CONCLUSION**

When playing with a child, you do not have to do anything better than him, because he may be disappointed in his creation. Are parent's perfectionists or just people with a high level of achievement have problems with imitation. Some forget about the purpose of imitation and, by joining the game, create creations worthy of their abilities. But quite often, children, seeing that their parents are doing something much better than them, no longer want to do it. Remember that in the game the child develops his creative ideas, not the parents.

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