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METHODOLOGICAL JOURNAL**<http://mentaljournal-jspu.uz/index.php/mesmj/index>**CHILDREN’S TRADITIONAL FOLKLORE GAMES IN ENGLISH
AND UZBEK CULTURE***Feruzza Urazovna Eshkobilova**Lecturer**Karshi State University**Karshi, Uzbekistan**E-mail: feruzaferuza506@gmail.com***ABOUT ARTICLE**

Key words: folklore, culture, tag games, singing games, counting games, inviting games, rhymes.

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Abstract: The traditional folklore games played by children in Uzbekistan and England are a rich cultural legacy as well as a source of entertainment. These games are a way to transmit values and preserve traditions because they have been passed down through the generations. They engage kids in imaginative play while promoting social interaction, physical development, and emotional growth. These age-old games not only preserve cultures but also foster critical thinking and cognitive growth.

INTRODUCTION

The main goal of the typological study of comparing languages and cultures is to investigate English and Uzbek folk games from a linguacultural perspective. Linguocultureme is the fundamental idea of language and cultural studies. Different forms such as words, word combinations, phraseological units, stylistic devices, syntactical structures, text, and so on can be used to define linguistic cultureme. A relatively new field of study called linguoculturalogy examines how various national cultures are reflected in language. It comes from the two primary disciplines of linguistics and culture. Language development is limited to social interactions involving relationships between societal cultures, which is reflected in national languages. No matter where you live, there are always connections between countries thanks to trade, business, travel, and, these days, cutting-edge technology like computers and smartphones. However, distinct cultures exist within a single nation and are concentrated in various parts of the country. D. Yunusov mentioned “Comparative typology as a branch of linguistics is based on theoretical language course. It is closely connected with other

branch of linguistics. Such as: the history of language, general linguistics, practical grammar, theoretical grammar, the structure of the native language and etc.” [6-222].

Traditional English folklore games for kids have influenced British youth's social interactions and cultural legacy for generations to come. These games, which have their origins in old customs, have been handed down from generation to generation, giving kids a meaningful and entertaining past time. The game "Hide and Seek," in which players hide while one person closes their eyes and counts, is a well-known example. As players collaborate to surreptitiously identify the best hiding places, this game not only encourages physical activity and the development of strategic thinking but also strengthens bonds among players. One such is "Knucklebones," which is another name for "Five Stones." This ancient Greek game, which the Romans brought to England, calls for dexterity, hand-eye coordination, and strategic thinking. The object of the game is tossing five small objects into the air, usually pebbles, shells, or even knucklebones, hence the name, and trying to catch them with their palm or backhand.

"Ring-a-Roses" is another ancient game that has enthralled English kids for generations. This game, which dates back to the 17th century and was inspired by the Great Plague in London, has kids linking hands in a circle, singing a nursery rhyme, and eventually falling to the ground as a group. In addition, the players' common experience of falling together and singing the nursery rhyme fosters cooperation. Traditional English folklore games for kids are an essential component of British culture. These games not only provide entertainment and engagement but also foster physical, cognitive, and social development among children. Understanding and appreciating these games not only connects individuals with their heritage but also highlights the enduring value of these traditions in the modern world.

English Children's Traditional Folklore Games hold a special place in the cultural heritage of England, offering a glimpse into the playful traditions and customs passed down through generations. These games, with their roots deeply embedded in history, have not only entertained children for centuries but also served as a means of fostering social bonds, developing essential skills, and preserving cultural identity.

MAIN FINDINGS AND RESULTS

First of all, traditional folklore games offer insight into the rich history and customs of England. Games like tag and chase, despite their seeming simplicity, are fundamental to English culture. These games have changed and evolved over time to reflect the shifting societal interests. In contemporary tag games, for example, players are frequently tagged and forced to freeze in place until they are unfrozen by another player. Furthermore, some chase games have incorporated elements from video games, novels, or movies in order to explore themes from popular culture. These modifications ensure that tag and chase games will continue to be a beloved aspect of English culture for many years to

come by keeping the games interesting and relevant for every new generation of players. Iona Opie learned about children's playground games which played with a rope and reminds that the rhymes of the game created by their custom. "The rhymes may be custom-made like "All in together, girls" which brings players into the rope, and sends them out again, one by one; a version of this was in circulation from 1900, and it is still a favorite today:

All in together, girls,
Never mind the weather, girls,
When it your birthday,
Please jump in,
January, February, March..." [2-284]

One such popular game is "London Bridge is Falling Down," where children form a human bridge and sing while others try to pass through. These games not only promote cooperation and teamwork among participants, but also help in developing language skills and cultural awareness.

*London Bridge is falling down,
Falling down, falling down,
London Bridge is falling down,
My fair lady.*

On the other hand, because of their catchy and repetitive qualities, rhyme games have a special ability to captivate people. "Ring-a-Ring o' Roses," a well-known game with medieval origins that has been handed down through the ages, is one example. Forming a circle, holding hands, and moving in a circle while singing a simple rhyme are the rules of the game. Playing these games allows people to see how language and rhythm come together, which aids in the development of phonetics.

In addition to being entertaining, singing and rhyme games give an insight into the rich history of English culture. Since these games have been passed down through the ages, younger generations can reconnect with their heritage. People can learn about historical occurrences, cultural customs, and even foster a sense of cohesion and belonging by taking part. As a result, it makes sense that rhymes and singing, which promote creativity, social cohesion, and cross-cultural understanding, are still a vital part of English culture and the lives of high school students.

One of the popular rhyme is "Humpty Dumpty," a nursery rhyme. It tells the tale of a poor character in the shape of an egg who has a spectacular fall. The term "humpty dumpty," which was coined in the 17th century to characterize someone who was overweight or ungainly, is where Humpty Dumpty got its start, despite the fact that it is frequently depicted as an anthropomorphic egg. These examples demonstrate how English children's folklore employs rhymes to communicate deeper meanings and historical lessons to young minds. These rhymes have persisted through the generations, passing on cultural knowledge and facilitating both language development and cognitive

skills in children. Beyond their linguistic and educational value, they continue to enchant and engage young readers and listeners alike, proving that even seemingly simple verses can hold layers of significance waiting to be discovered.

Uzbek games are played both inside and outside, so even in bad weather, kids can exercise their minds by playing word games like tongue twisters and puzzles that require them to repeat words in a single breath. O. Safarov, an Uzbek linguist and folklore researcher, became well-versed in the Uzbek children's game. He primarily separated games into two categories in his book: games that use words and games that use actions: [3-12]

1. The games with actions

- Pure action games
- Games played with materials
- Games conducted with words

2. Games with words have also smaller types like:

- Tounge twister
- Puzzle with rhymes

Before beginning the game there are some rhymes called “chorlamalar”- inviting or calling for the game, “cheklashmachoqlar” – game with a dialogue, usually groups divided in two groups, “sanamalar” – games played with words like numbers: one, two, three...etc. Inviting or calling others into games are usually played orally before beginning the game like:

<i>Sanama</i>	<i>Uzbek counting rhyme. Translation</i>
<i>Bir, ikki, o'n, o'n ikki, O'n ikki deb kim aytdi? O'n ikki deb men aytdim. Ishonmasang sanab boq</i>	<i>One, two, ten, twelve, Who said "Twelve"? I said "Twelve". If you don't believe count them.</i>

English example for counting rhymes:

One, two, buckle my shoe;

Three, four, shut the door;

Five, six, pick up sticks;

Seven, eight, lay them straight;

Nine, ten, a good fat hen.

Children sang different songs in order to invite and call the others for playing games:

In uzbek:

<i>Chorlama</i>	<i>Uzbek inviting game. Translation</i>
<i>Keragida paxta bor, Uyqing kelsa yotavor. Onang qurg'ur qo'yamaydimi? Mushtday qorning to'yamaydimi? Kel-ho.</i>	<i>There is cotton on the back, Go to bed when you feel sleepy. Does your mother not let you? Isn't full your fistful stomach? Come on.</i>

In English:

*Boys and girls, come out to play,
The moon does shine as bright as day.
Leave your supper, leave your sleep,
And meet your playfellows in the street;
Come with a whoop, and come with a call,
And come with a good will, or not at all.
Up the ladder and down the wall,
A halfpenny loaf will serve us all.
You find milk and I'll find flour,
And we'll have a pudding in half an hour.* [5-14]

“The language and culture of these games and game songs are different according to their place where they are appeared, their religion, customs, traditions and their daily life. Some of the games have the same rules and structures but they have different rhymes and words as *Red Rover – Oq terakmi, ko 'k terak, Buck buck- Eshak mindi, Hacky-sack- Lanka*. Some games are chasing, tag games and they have so many types and names in both languages as *Urib qochish, Jo 'ravoy-jo 'ppi, echki bolalari; Duck, duck, Goose, stuck in the mood, Fox and sheep*. Origin of the games belong to seasons, animal and plant types from their location, festivals of this nation as *Olma menda; Gliding over the ice, making a snowman*. Some words and rhymes can not be translated as original, there is no clear equivalent as *Hango 'z (wooden ankle), Kalpo 'shto 'ppi (sewn ball game), Cho 'nqa shuvoq (meaning like: messy grass) and Buck buck, Pat-a-cake, Hambone*. Some games have the same rules and translations: *Mushuk-sichqon, Cat and mouse; uy-uy, house-house; Qo 'g 'irchoq- Playing with dolls*.” [8-111] Playing games based on folklore has many benefits, one of which is the development of different skills. These games frequently call for quick thinking, mental strategy, and physical coordination. Playing board games, tag, or dancing rituals can help people develop their motor skills, cognitive talents, and problem-solving abilities. Additionally, by teaching players to think creatively and adapt to various circumstances, these games enhance players' cognitive development overall by encouraging imagination and creativity.

CONCLUSION

Folklore games are a great way for people to take a break from the hectic digital world. Teenagers these days are largely engrossed in technology and spend a lot of time inside. Playing age-old folklore games promotes outdoor exercise while cutting down on screen time, creating a healthy balance. Removing oneself from technology and losing yourself in the wonder and simplicity of folklore games can reduce stress and promote mindfulness and mental wellness. Playing traditional folklore games has many advantages and virtues. These games offer a distinctive and worthwhile

experience, from protecting cultural heritage and promoting social connections to improving physical and cognitive skills. Participating in ancient folklore games promotes personal development and self-discovery in the present while also serving as a bridge to the past.

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