



GAMES AND TOYS

Performed by: pupil of 6 "G, "Gymnasium
№ 80", Barnaul
Enotkina Anastasia
teacher: Matveeva I. N.

Introduction

What is the game?

The game is a type of meaningful unproductive activity, where the motive lies not in its result, but in the process itself.

Also, the term "game" is used to refer to a set of items or programs intended for such activities.

The hypothesis: The game forms the position of the child in relation to the world.

The object of studying: games and toys.

To achieve the aim we needed :

- to find out information about toys and games;
- to describe different kinds of toys and games;
- to make a conclusion.

People loved to play games in ancient times. Mankind has been playing since prehistoric times - starting with ritual games.

With the development of civilization games have become more difficult and they have different subjects - war, love, fantasy, history.

The game is the main activity of the child

The game is the main activity of the child.

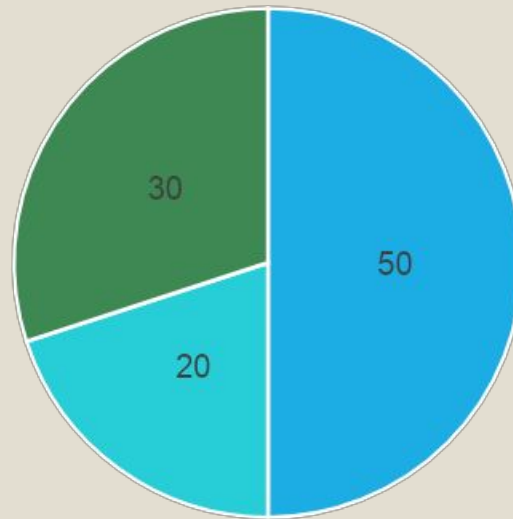
S. L. Rubinstein (1976) noted that the game keeps and develops children, it is their school of life and development of their practice.

According to D. B. Elkonin (1978), "the game not only develops or reforms individual intellectual operations, but it also radically changes the position of the child in relation to the world and form a mechanism for the possible change of position and coordination of their point of view with the other possible points of view."

The most popular games

Nowadays, Board games, computer games and toys for children are widely popular.

Games and toys



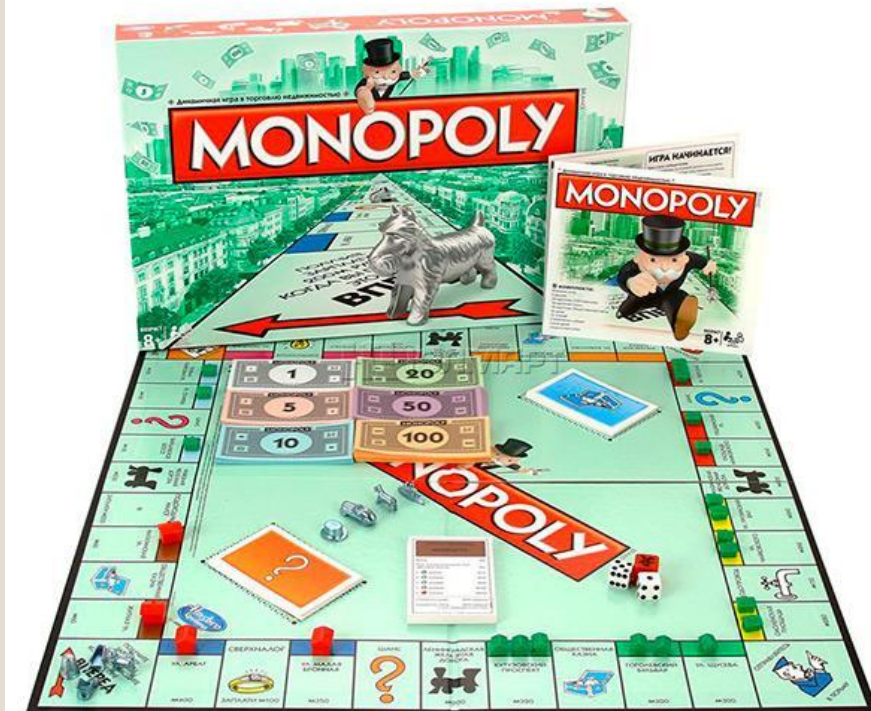
■ Board games ■ Computer games ■ Toys

Board games

A Board game is a game based on the manipulation of a relatively small set of items that can be fully placed on the table or in the hands of players.

Board games:

- games with a special field;
- card games;
- dice;
- soldiers, etc.



Computer games

Computer game is a computer program that serves to organize the game process, communication with the partners of the game, or the game itself acts as a partner.

Classification of computer games:

- genre;
- number of players and the way they interact;
- visual representation;
- platform.



Toys

Toy is an object designed to play. Toys help to learn the world around us, to learn purposeful, meaningful activities, contribute to the development of thinking, memory, speech, emotions.

Classification of toys:

- by age;
- on educational (developing) appointment;
- on materials of production
 - a. fabric;
 - b. felt;
 - c. clay;
 - d. wood;
 - e. plastic;
 - f. rubber;
 - g. metal;
 - h. porcelain.



In our age, most people perceive the game as something frivolous and minor in human life.

If you look closely to this phenomenon, you can find that the game is a concept much more ancient than, for example, culture.

The game is archaic and archetypical, it belongs not only to people, but also to all living creatures.

In conclusion

As a result of the study, we found out that there are different types of games, such as computer games, board games and toys that form the position of the child in relation to the world.