

ABSTRACTS

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DEVELOPING PRO-ACTIVITY IN CHILDREN IN PLAY ACTIVITIES: THE MODERN STATE

In this article psychological and pedagogical aspects of children's game and its modern state have been analyzed. The researchers emphasize the importance of play activity as a leading one in the formation of personality in the early period of development. A family is considered to be a primary element in bringing up children, in formation of personality, and in assimilation of a system of values and culture of the nation. It has been established that modern family relations are in a critical condition. Family education mostly chooses as priorities the development of logical and mathematical thinking, intellectualization of activities, filling a child with information while ignoring the educational potential of role-playing games. In this article the results of questioning parents of preschool-aged children are presented and they highlight the modern state of play activity development in family conditions. The analysis of the questionnaire data indicates that the need in human communication for children has decreased; the substitution of real communication by virtual communication one (by means of computer and modern information technologies) is taking place. The author emphasizes that the desire of modern children to play has not declined. They take part in role-playing games with pleasure and initiate them, but the majority of parents prefer didactic games. Modern plots for games reflecting social life of a child has been selected. In the article the problem of limiting role-playing games in time is indicated, since the time allocated for games is not enough for the full-scale revelation of their plots. Most of such games finish in the middle of game events. The author concludes that role-playing games are being gradually eliminated from the life of children by educational activities. Parents are trying to direct childhood in accordance with their own scenario and bombard their children with information. In such conditions, play activity is unjustly pushed out of the life of the growing generation. This leads to a decline in the level of pro-activity, which is one of the basic qualities of personality.

Key words: basic qualities, nurturing, pro-activity, family, role-playing game.