ORIGINAL ARTICLE

INTERNATIONAL JOURNAL OF ARTIFICIAL INTELLIGENCE

ISSN: 2692-515-x, Impact Factor: 9.23
**American Academic publishers, volume 6, issue 03,2026**

Journal: https://www.academicpublishers.org/journals/index.php/ijai

# USING DEVELOPMENTAL GAMES IN THE INTELLECTUAL PREPARATION OF CHILDREN FOR SCHOOL EDUCATION

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***Abstract.*** This article provides information about intellectually stimulating games for preschool-aged children, including the purpose, objectives, and methods of conducting these games. These games are primarily designed for children in school preparatory groups and aim to foster the mental development of children in preparation for their school education.

***Keywords:*** games, mental development, preschool education, perception, attention, thinking, memory, ability, learning process, process, reasoning, didactic game.

In the preparatory groups of preschool educational institutions, it is necessary to conduct not only physical games but also games that develop children's intellectual abilities. These games serve to develop children's perception, attention, thinking, memory, and socio-emotional processes, and on this basis mentally prepare the child for social and educational processes at school.

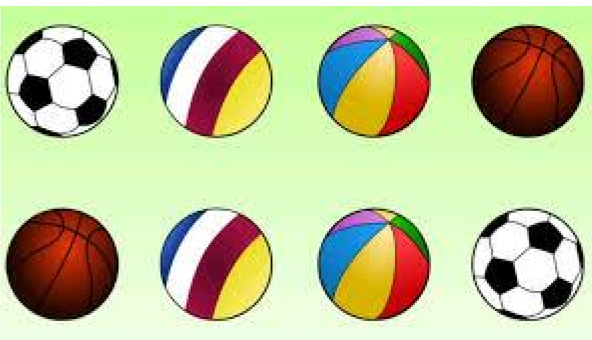
The following games can be included among such activities:

**"Find the Pair"**

*(An intellectual (mental) developmental didactic game.)*

**Purpose:** To develop children's attention, thinking, concentration, and memory skills.

**Rules of the game:** Cards with a picture on one side and blank on the other are placed face down on the table. The cards may contain images of shapes, colors, or objects. Several pairs of identical objects must be depicted. All children sit around the table where the cards are arranged. A participating child comes forward and opens two cards, showing the images to the other children. If two identical pictures appear, the participating child describes the characteristics of the object in the picture. If the pictures are not identical, the cards are turned back over and placed in their original positions. The observing children must try to remember all the pictures and their locations and attempt to find matching pairs. At the end of the game, the child who has collected the most cards is declared the winner.

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**Result:** Children's attention, memory, and thinking skills develop, and their teamwork abilities are strengthened. In addition, while describing the characteristics of the objects in the pictures, children are given the opportunity to demonstrate their experience and knowledge.

**"Jenga Boom"**

*(Didactic – coordinative and team-based game)*

**Purpose:** To develop children's attention, logical thinking, fine motor skills, balance, observation skills, independent decision-making, and cooperation skills; to form the culture of group work, waiting for one's turn, and maintaining order.

**Rules of the game:**

1. Each child, in turn, removes one Jenga block from the tower.
2. The removed block is carefully placed on top of the tower.
3. Whoever causes the tower to fall is told "Boom!"
4. The game is played with patience, balance, and attention.


The game "Jenga Boom" was created in 1970 by Lesley Scott. She initially created the game for her children, and it was played simply by sliding the blocks aside. Later, Lesley Scott improved the game by making it more complex, requiring the removed blocks to be placed on top of the tower.

**"Let's Create Shapes with a Geoboard"**

*(Belongs to the category of didactic games and is widely used in visual arts, mathematics, and sensory development activities in preschool education. It can also be used in inclusive groups.)*

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**Purpose:** To reinforce children’s knowledge of geometric shapes and to develop finger movement and fine motor skills. To form observation skills, thinking, and spatial imagination.

**Rules of the game:**

1. The teacher distributes geoboards and rubber bands to the children.

2. The teacher says:
“Now let’s form a square on our board!”
“Now let’s turn it into a rectangle!”
“Who can make a beautiful triangle?”

3. Each child stretches the rubber band between the pegs to create a shape.

4. Then they say the name of the shape, and the children repeat it together.

5. The teacher asks questions:
“How many sides does this shape have?”
“What is the difference between a square and a

rectangle?”

Organizing such games increases children’s interest in the educational process and greatly contributes to the development of their intellectual and logical abilities.

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