



## SCIENTIFIC ONOMASIOLOGICAL ANALYSIS OF THE NAMES OF NATIONAL GAMES

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**Annotation:** *In scientific analysis, the norm of onomasiological analysis related to the naming of folk games means more, has a certain meaning. Therefore, since ancient times, the names of folk games are almost related to what kind of game it is, its past, future and present.*

**Key words:** *onomasiological analysis, folk games, education, national, development, scientific analysis.*

The name "National Games" appears as a derivative of the concept of "traditional lifestyle" and is an integral part of the concepts of "traditional culture" and "traditional holidays".

What are folk festivals? Folk games have always played an educational role in all societies. Unlike other types of education, in folk games this process is easy and takes place in the form of competition. With their help, physical and mental development is possible. As a rule, folk games are open to everyone, and therefore they are considered the most democratic form of education.

Ancient folk games embody people's way of life, their daily life and work habits, national values and principles, ideas about honor and bravery, the desire to have physical strength and intelligence. Their participants had to demonstrate such qualities as agility, quickness and beauty of movements, ingenuity, endurance, creativity, striving for victory and teamwork.

Traditional games are held as part of rituals and celebrations of the traditional national calendar or traditional festivals bounded by lunar and solar cycles and agricultural events throughout the year. Therefore, they fall within the same timeframe for most people living in similar landscape and climate zones. For the same reason, it makes no sense to move the date and name of traditional games.

Great educational importance is attached to the rules of the game. They determine the entire direction of the game, regulate the behavior and behavior of the participants, mutual relations, and help in the education of will and character. They also stimulate active thinking, help to expand the mind, provide clarity of thoughts about the surrounding world and help to improve all mental processes.

The names of Uzbek folk games are analyzed according to their characteristics as follows:



- Action games (Chunka shuvok, Chim atish, Kim tex, Khurkach, Tufaloq, Chori chamber, Cat-mouse, Wooden tax, Durra oleh, Khalinchak, etc.);
- Word games (Kim chaqqon, Bolkon-bolkon, Batman-batman, Juftmi-taq, White rabbit is a sign, White poplar, blue poplar, Pirr, etc.);
- Games played at the meeting (Gap-gashtak, Topic game, King-minister, King-ogri, Arshi alo, etc.);
- Folk wrestling and games related to it (National wrestling, Wrestling, Shoulder wrestling, Reception wrestling, etc.);
- Equestrian games (Chavgon, Uloq-kopkari, Pedestrian race, Goldilocks, Shoghuloq, Chasing the girl, riding a donkey, etc.).

Onomastics (Greek *onomastiké* - the art of naming) is a branch of linguistics that deals with any proper names. In the narrow sense, onomastics are proper names of various types, combinations of onomastic words are onomastic (onymic) word combinations.

Thus, the topic of learning onomastic names in folk games serves to distinguish the object named by it among other objects.

The classification of onomastic names of folk games is based on two signs - ethnic and calendar. The ethnic status of onomastic names of games is determined by ritual and semiotic features. The calendar position of the games is determined by the national holidays on which they are held. And this means that they are fundamentally different in sports names. The program of names of folk games is organized according to calendar and ethnic occasions.

The practice of naming folk games is based on the principles of customary law - historically developed methods of results based on traditional criteria. In contrast, the games that were previously called the onomastic naming of folk games have procedural aspects expressed in the uniqueness of the onomastic naming of the opponent's process in modern laws.

In addition, in order to facilitate the integration into the classification of existing folk games, the typology was built according to the types of competitions presented, as well as category designations.

Often, naming traditional games is done by going through a complicated process. From its ethnic composition, universal practice and general understanding show that the naming of traditional games should be held in full accordance with folk customs.

The naming of folk games is engaged in the development of folk games, as well as in order to expand the general cultural and professional competences of specialists of municipal, regional and state authorities and agencies in the fields of culture, sports, education and international relations. The course program of ``onomastic naming of



games" was developed. It is implemented in a number of places of our country with the participation of folk games.

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