

Название публикации:

The Phenomenon Of A Game And Its Psychological And Pedagogical Resources

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Аннотация:

The importance of the article is determined by the fact that under contemporary social and cultural conditions of bringing up the younger generation of Russia the problem of activating and organizing school students' game activity has assumed a special theoretical significance and practical importance. This is connected with the changes in society and the aggravation of the younger generation's problems the solution to which becomes more successful if there is developed and diverse game activity of school students that is a sphere of a person's socialization which is guided pedagogically, a means of developing and bringing up school students. The concept of "game" as a social and cultural phenomenon has been reviewed in the article and as a pedagogical category and a type of developing activity. Psychological and pedagogical possibilities of a game have been revealed and its principal resources including adaptation resources that help freshmen to adapt themselves quickly and efficiently to academic life and extracurricular activities at a university. It has been proved that the pedagogical essence of school students' game is revealed in educational and developing functions intrinsic to it: social and cultural, communicative, diagnostic, correctional, entertaining. The materials of the article can be useful in practical work of teachers of educational institutions as well as in work of psychologists-practitioners.

Ключевые слова:

game; phenomenon of a game; game activity; psychological and pedagogical possibilities of a game; game resources; adaptation resources; DEVIANT-BEHAVIOR; KNOWLEDGE

