

AZERBAIJAN REPUBLIC

On the right of the manuscript

**DIDACTIC GAMES AS A MEANS FOR THE FORMATION
OF ARTISTIC CREATIVE ABILITIES IN YOUNGER
SCHOOLCHILDREN**

Specialty: 5804.01 - "General pedagogy, history of
pedagogy and education"

Science: Pedagogy

Contender: **Shahla Zal Suleymanova**

To obtain the scientific degree of Doctor of Philosophy
of the presented dissertation

ABSTRACT

Nakhchivan – 2022

The dissertation work was performed at the Department of Pedagogy and Psychology of Nakhchivan State University.

Scientific supervisor: Doctor of pedagogical sciences, professor
Farahim Balakishi Sadigov

Official opponents: Doctor of science in pedagogy, associate professor
Shahla Gasim Aliyeva

Doctor of philosophy in pedagogy, associate professor
Vidadi Pasha Bashirov

Doctor of philosophy in pedagogy, associate professor
Mahir Khanlar Khalilov

FD 2.40 Dissertation Council of the Higher Attestation Commission under the President of the Republic of Azerbaijan operating under the Nakhchivan Teachers' Institute

Chairman of the

Dissertation council:

Doctor of pedagogical sciences, professor
Ismayil Israfil Aliyev

Scientific secretary of the
Dissertation council:

Doctor of Philosophy in Pedagogy,
associate professor

Giziltaj Tarverdi Shahbazova

Chairman of the
scientific seminar:

Doctor of pedagogical sciences, professor
Lazifa Naghi Gasimova



GENERAL CHARACTERISTICS OF THE DISSERTATION

Relevance and use of the topic. The development of aesthetic culture of primary school students in the state directives on educational reforms implemented in Azerbaijan, the formation of artistic pleasures and effective organization of leisure time sets important tasks for subject teachers. Successful implementation of these tasks conditioned with their preparation of an competencies based activity program of primary school teachers. Because it is important relevance to correctly determine the directions of activity of primary school teachers related to the creation of based on competencies education content. Based of teachers to competency creates conditions for the creative organization of didactic games. The creative organization of didactic games attracts attention with its relevance when taken separately. A responsible approach to such a topical issue also gives the right direction to the creation of the content of personality orientation education of primary school teachers.

It is no coincidence that, one of the main directions in the "State Strategy for the Development of Education in Azerbaijan" is related to the creation of the content of personality orientation education. Characterized by its important relevance, this issue is also a priority for primary school teachers. Because primary school teachers in the process of teaching subjects with a purposeful, planned, organized approach to the creative organization of didactic games, ensure the comprehensive development of children, as well as the formation of their artistic creative abilities. From this point of view, it is necessary and essential to conduct research on the formation of artistic creative abilities of younger schoolchildren during the organization of didactic games. Firstly because, the directive documents on education reforms carried out in Azerbaijan specifically emphasized the creative approach to the organization of games in the training process. Secondly, in the process of training on the national curriculum successfully implemented in our country, the organization of games corresponding to the topics itself is an actuality. It is no

coincidence that, the importance of using role-playing games in teaching humanitarian subjects in curriculum materials was became a particular point of view. Because role-playing games not only teach children the basics of knowledge, but also increase their physical and physiological development, intellectual activity and most importantly, the level of personality orientation.

Encouragement of primary school students to artistic creativity in the training process serves to raise both their levels of creative thinking and their imagination. Revealing students' abilities in this process also helps to increase their level of talent and skill. That is why the formation of artistic creative abilities of primary school students during the creative organization of didactic games turns into the successful implementation of their purposeful activities.

During the teaching of humanitarian subjects in the primary grades, including in the lessons of the Azerbaijani language, life skills, fine arts, music and foreign languages is necessary to approach the formation of students' artistic creative abilities in a purposeful, planned and organized, by creatively organizing didactic games.

Prominent Azerbaijani pedagogical scientists Aliheydar Hashimov, Vidadi Khalilov, Sabir Guliyev, Ogtay Rajabov, Farahim Sadigov, Nureddin Kazimov and other researchers such as these commented on in their works on the importance of didactic games in terms of aesthetic education. However, none of them conducted extensive research on the organization of didactic games and did not put forward scientific ideas that these games are a means for the formation of artistic creative abilities of younger students. Taking all this into account, we dedicated the dissertation to the problem of the formation of artistic creative abilities of didactic games in younger schoolchildren.

Object and subject of research. *The object of research* is the process of formation of artistic creative abilities in younger schoolchildren through didactic games.

As the subject of research, the problem of forming students' artistic creative abilities was taken into account when realize

organizing didactic games in the primaries of general secondary schools.

Purposes and duties of the research.

The main goal of the dissertation is to achieve the formation of students' artistic creative abilities by organizing didactic games in the direction of creating the content of personality-oriented education in accordance with the requirements of the “State Strategy for the Development of Education in Azerbaijan” in the period of independence.

The following duties were identified in accordance with the purpose of the research:

- To clarify the essence of the work on the formation of artistic creative abilities of younger students during the organization of didactic games;
- Determining the statement of a problem;
- To comment comparative the statement of a problem in the scientific-pedagogical literature;
- To examine, study and summarize the statement of the problem in school practice;
- To determine the pedagogical-psychological bases of the problem;
- To learn and comment the scientific, pedagogical, methodical bases of taking into account the creativity during the organization of didactic games in the training process;
- To identify and scientifically comment the main directions, opportunities and effective ways of the influence of creativity in the organization of didactic games on the formation of artistic creative abilities of younger schoolchildren;
- To identify effective ways of influence of creativity in the organization of didactic games on the formation of artistic creative abilities of younger schoolchildren;
- To carry out experimental work consisting of 3 stages serving to the realization of the formation of artistic creative abilities of younger schoolchildren during the creative organization of

didactic games with the aim of proving the correctness of the worker hypothesis;

- To summarize the obtained result.

The hypothesis of the research. If in teaching the humanitarian subjects in primary grades, as well as the organization of didactic games in extracurricular events is purposefully approached, the formation of artistic creative abilities of younger schoolchildren can be achieved.

Methods of research. During the research on the dissertation, the following investigation methods were used: observation, interview, questionnaire survey, theoretical analysis, study of school documentation, comparative commentary and pedagogical experiment

The following provisions are removed to the defense:

1. The purposeful, planned and organized study of the essence of the problem of creative organization of didactic games in the scientific-pedagogical literature and statement of the school practice is of great importance in the field of formation of artistic creative abilities of younger schoolchildren;
2. The use of didactic games during the formation of artistic creative abilities of younger schoolchildren provides the formation of a system of knowledge, skills and habits of students;
3. Correct organization of the work on the formation of artistic creative abilities of younger students in the process of creative organization of didactic games increases the cognitive activity of younger students;
4. The creative organization of didactic games, along with the formation of students' artistic creative abilities, also organizes their cultural recreation;
5. The basis of professional competencies of primary school teachers during the creative organization of didactic games forms the intellectual level and aesthetic-artistic pleasures of primary school students;

6. Correct identification of opportunities and effective ways of forming artistic creative abilities of younger schoolchildren in the process of creative organization of didactic games creates conditions for the identification of talented students.

Scientific novelty of the research. For the first time in the dissertation, a new work model was prepared that serves the organization of didactic games in the process of training and education of primary grades. Based on the competencies of primary school teachers in the new theoretical concept, organization of didactic games and the work carried out on the renewal and modernization of these types of didactic games is also reflected.

Theoretical significance of the research. The theoretical significance of the research is that, the essence, content, purpose and duties of the work of organizing didactic games are determined, the possibilities, ways of working on the formation of artistic creative abilities of younger schoolchildren in the organization of didactic games are determined.

Practical significance of the research. The practical significance of the research is that, the advanced school experience on the organization of didactic games in the primaries of general secondary schools was studied and generalized and the pedagogical-psychological bases were determined.

From tested examples of the formation of students' artistic creative abilities during the organization of didactic games, modernized directions of activity on the types of didactic games, primary school teachers can benefit.

Approbation and application of research. The subject of the dissertation was registered at the meeting of the Scientific Council on Pedagogy of the Scientific Research Coordination Council of the Azerbaijan National Academy of Sciences dated December 25, 2019 and approved at the meeting of the Scientific Council of Nakhchivan State University dated January 31, 2017 (protocol № 05). The proposed work system was applied in the city schools of Nakhchivan Autonomous Republic, including № 11, 12, 6, 9, 4 full secondary schools, in primary schools of Nehram,

Garabaghar, Yurdchu, Bichanak village schools of Babek, Kangarli, Ordubad, Shahbuz districts. A total of 12 scientific articles and conference materials were published in authoritative journals approved by the Supreme Attestation Commission of the Republic of Azerbaijan on the problem studied in the dissertation, 3 of them articles and conference material were published abroad.

The dissertation was carried out at the "**Pedagogy and Psychology**" department of **Nakhchivan State University**.

Structure and volume of the dissertation. The dissertation consists of an introduction, 2 chapters covering 7 chapters, conclusion and list of literature. "Introduction" is 8 pages - 11982 characters, Chapter I is 67 pages - 11888 characters, Chapter II is 59 pages - 110391 characters, "Result" is 4 pages - 6631 characters. The total volume is 154 pages - 255678 characters.

THE MAIN CONTENT OF THE DISSERTATION

In the introduction, the relevance of the research is substantiated, brief information the degree of elaboration of the problem, its object and subject, purposes and duties, hypotheses and methods of research, the main provisions of the defense, on the scientific novelty, theoretical and practical significance, approbation and application of the research, the structure and volume of the dissertation is given.

The first chapter of the dissertation is called "**the essence, content, purposes and duties of the work on the formation of artistic creative abilities of younger schoolchildren in the process of organizing didactic games.**" This chapter consists of 4 paragraphs. The first paragraph called "**the essence of the work on the formation of artistic creative abilities of minor schoolchildren in the process of organizing didactic games**" clarified the essence of the concept of didactic games, at this time, information was given about the positive impact of the games organized by the use of didactic materials on strengthening the system of knowledge, skills, habits of students and the effective organization of their leisure time.

It was noted that, the organization of didactic games is of great importance for raising the interest of younger schoolchildren in the primary grades in training, accustoming them to independent activity, ensuring personality orientation development, as well as their acquaintance with national-moral and universal values and in general, mastering a wide scientific worldview. Also the purposefulness of didactic games organized in I-IV grades for the formation of artistic creative abilities of younger schoolchildren both in the training process and in extracurricular events is shown.

Of course, creating new content of competence-based training in accordance with the requirements of the National curriculum is one of the most important duties of primary school teachers. The creative organization of didactic games in the process of teaching subjects for the successful solution of these duties is considered as one of the integral part of education based on competences. Because, in terms of competency-based education requirements, it should be expedient to form in them the level of personality orientation, student orientation, requirement orientation, interactivity, result orientation in accordance with the mentioned standards on the basis of the acquisition of new knowledge by students during the creative organization of didactic games. The paragraph is clarified the essence of the types of didactic games, i.e. plot-role didactic games, musical-didactic games, moving-role didactic games, intellectual-didactic games, didactic games on natural phenomena, didactic games on national-moral values, didactic games on ethnopedagogical examples, organization of these games in a style according to the requirements of the period of independence is reflected.

The analyzes carried out in paragraph prove that, in the process of creative organization of didactic games there are wide opportunities for the formation of artistic creative abilities of younger schoolchildren. Using these opportunities, for younger schoolchildren, it is necessary to develop didactic games that affect their age, individual characteristics, perception abilities, as well as artistic pleasures, and most importantly, the formation of artistic creative abilities.

The **second paragraph** of the I chapter is called **“The statement of a problem of the formation of artistic creative abilities in the literature of younger schoolchildren in the organization of didactic games.”**

Researches show that, textbooks and teaching aids such as “Pedagogy”, “School pedagogy”, “Higher school pedagogy” published by I.I. Irzaguliyeva, M.M. Mehdizade, M.A. Muradkhanov, A.S. Hashimov, N.M. Kazimov, A.A. Agayev, Y.R. Talibov, F.B. Sadigov, O.G. Hasanli, F.A. Rustamov and other authors do not include games or didactic games, these issues were not reflected in chapters or paragraphs on students' artistic creativity.

Ogtay Rajabov, doctor of pedagogical sciences, professor, Presidential scholar, conducted the researches related to music education and mugham teaching in our country. In Ogtay Rajabov's researches, interesting ideas and valuable scientific ideas related to music education, music training, Azerbaijani folk songs, songs of composers, song dances of the peoples of the world and national mugams can be found. However, his dissertation work called “Children's songs of Azerbaijani composers in the musical education of younger schoolchildren”¹ deals with musical education of younger schoolchildren. This dissertation work, defended on the basis of the program of candidate of Pedagogical Sciences, talks about the means and ways of teaching songs in the musical education of younger schoolchildren. However, throughout the dissertation, the issue of the importance of using children's songs in didactic games is episodically mentioned only in one or two sentences. Such episodic approaches are put forward as the problem of forming students' musical culture. In the dissertation, the issue of the importance of didactic games in the formation of the musical culture of primary school students is also episodically noted. That is, although Ogtay Rajabov allows

¹ Rajabov, O.M. Children's songs of Azerbaijani composers in the musical education of younger schoolchildren: / candidate of pedagogy dis. abstract. / - Moscow, 1985. -26 p.

episodic approaches regarding the importance of didactic games in his dissertation, he does not put forward any scientific ideas regarding the formation of artistic creative abilities of younger schoolchildren in the process of organizing didactic games, and passes over this issue in silence.

The most extensive information about the games is reflected in the textbook called "Education based on life skills" prepared by H.M.Hajiyeva, Z.Y.Musayeva, Z.Z.Ahmadova, G.H.Huseynova, G.E.Verdiyeva. Although it is a positive fact that one of the stages of the lesson in primary grades is called a game in this resource, it is a pity that there are no methodological instructions on the formation of students' artistic creative abilities in the process of organizing and applying these games.

Although various dissertations contain issues of the development of aesthetic education of both preschoolers and younger schoolchildren, didactic games have not been classified and the issues of formation of students' artistic creative abilities were not talked through these games.

Even in the Russian and Turkish literature, and also on the websites we apply to, a thorough investigation of the issue wasn't seen. In these sources, didactic games are either not mentioned or spoken veiled.

The third paragraph of the first chapter is called "**The statement of the problem of the formation of artistic creativity of younger schoolchildren in the organization of didactic games in the school practice.**" Here, in accordance with the research plan, the attitude of primary school teachers to the organization of didactic games in both city and rural schools of the Nakhchivan Autonomous Republic was studied, the following issues were analyzed and generalized were considered expedient:

1. Participate in the lessons of primary school teachers in city and rural schools and conduct observations in accordance with the purpose of the problem;
2. Observe and take notes on didactic games organized by primary school teachers during the literacy training in the first grades;

3. To observe “Azerbaijani language” lessons of I-IV grades and make notes on organized didactic games;
4. Listen to “Life skills” lessons in grades I-IV and make relevant notes on didactic games;
5. Listen to "Music" lessons in I-IV grades and study the attitude of music teachers to the organization of didactic games;
6. To observe “Fine arts” lessons in I-IV grades and to study the experience of fine arts teachers in organizing didactic games;
7. To study the state of didactic games in extracurricular activities organized with the participation of primary school students;
8. To study the state of the organization of didactic games in associations of artistic creativity and courses of interest;
9. To study the work experience of primary school teachers in the process of training in grades I-IV on the formation of students’ artistic creative abilities.

Observations were made in full secondary schools № 4, 6, 9, 11, 12 in Nakhchivan city, in full secondary schools № 1, 2 in Ordubad region, in Garabaghlar village № 1, 2 full secondary schools of Kangarli region, in Yurdchu village full secondary school, in Nehram village № 1, 2 full secondary schools of Babek region, in Bichenak village full secondary school of Shahbuz district for the purposeful and planned implementation of the intended, lessons were listened to and the situation with the organization of didactic games in primary grades was clarified. According to observations, primary school teachers who following with traditional rules make attempts in very random cases, mental attack, work with small groups, independent work. However, the use of the stages of presentation, work with pedagogical innovations, games, work with pictures, discussion, problem situations was not observed during the teaching of the topics.

In fact, the directive on education is considered necessary for primary school teachers to use an interactive training model. Moreover, the teacher's work on the competency-based type of lesson is set as an urgent duties for the class teachers.

Unfortunately, there were no class teachers in the city and rural schools who used such opportunities in the “Azerbaijani language”, “Life skills”, “Music”, and “Fine arts” classes that we listened.

According to the scientific-research plan, after studying the statement of the problem in the school practice on the basis of the experience of general secondary schools of the Nakhchivan Autonomous Republic, it can be concluded that primary school teachers both in city and rural schools have difficulties in organizing didactic games and do not approach the organization of didactic games at the required level.

After studying the state of the statement of the problem in school practice in accordance with the research plan in paragraph, rules for working on pedagogical-psychological basis to give methodical directions to teachers working in primary grades of both city and rural schools, identification of the main directions of work on the organization of didactic games, experimental work was continued in order to gain positive experience on the creation of new models of activity in the training process and extracurricular activities. First of all, the work on the first – defining stage of pedagogical experiment was reflected.

In the fourth paragraph of the first chapter called “**Pedagogical-psychological foundations of the formation of artistic creative abilities of younger schoolchildren in the organization of didactic games**”, the pedagogical and psychological foundations of the work on the formation of artistic creative abilities of students in the process of organizing didactic games in primary grades are identified and classified. At this time, the necessity to create a model for the use of general pedagogical principles and general didactic methods was emphasized, it was noted that, the application of the principles of training and methods of education in his office helps to solve the problem successfully.

During the organization of didactic games, there are many pedagogical advantages of referring to the principles of training and education. Firstly, because didactic games are of a training character, it is considered important to refer to the principles of training in the

process of organizing games. Secondly, in the organization and conduct of didactic games, there is also a need for the development and formation of children, i.e. participants in the game, from the point of view of ideological-political, moral, spiritual, labor, business, ecological, economical and gender education.

Also, in the organization of didactic games, the positive impact of the implementation of works on the educational, upbringing and developmental principle of training on the expansion of educational opportunities of younger schoolchildren, the educational work carried out on the components of education on the improvement of the level of their upbringing, the formation of a number of positive qualities in students was reflected.

There is a need use of one of the methods of education during the didactic games, starting from the selection of topics to the process of role distribution, if necessary, for the normal organization of all processes in the course of didactic games, including students' sound and music arrangement, acting and directing activities, manufacture of clothing items and to apply other educational methods for the installation of decorations and other such organizational work.

In the paragraph was shown that, with the determination of the psychological basis of the work on the formation of artistic creative abilities of students during didactic games organized in primary grades, under the influence of role-playing games, it is possible to achieve the formation of training interests in them by psychologically correct approach to younger schoolchildren who are interested in writing, reading, drawing, saying poetry. The emergence of interest in training in children is one of the foundations of their psychological development. Younger children feel great need for game activity by their nature. The game is connected with their social experiences, with their perception of the imagination as a real, vital situation. In the process of the game, the child thinks that she/he can do everything. *Usually, the child makes an attempt to demonstrate qualities that attract attention; she/he tries that, to realize the social role of his parents, educators in the game, but she/he can not. This attempt already helps the development of the child. In this process,*

the child mimics, the imagery of his/her imagination increases, and gets pleasure from the game. Such conditions develop his/her cognitive interest. The formation of students' cognitive interest and active creative attitudes is of special importance in the training process².

Creating a healthy psychological environment during the didactic game, in-depth study of the psychological characteristics of the game participants - in short, the correct definition of the psychological basis of this issue will have a dynamic impact on the successful solution of the problem spoken about.

Chapter II of the dissertation called **“The main directions and methodology of work on the formation of artistic creative abilities of younger schoolchildren in the organization of didactic games”** covers paragraph 3. The first paragraph, called **“The main directions of the work on the formation of artistic creative abilities of younger schoolchildren in the organization of didactic games”**, examines the organization of relevant didactic games for teaching both humanitarian subjects taught in primary grades, natural subjects, and subjects related to exact sciences. It is noted that, didactic games help students gain both general knowledge and special knowledge.

Because the didactic knowledge provided in the situation of system in such games increases the creative activity of students. As a result, students not only acquire the basics of scientific knowledge, but also they are able to a number of artistic creative abilities. In this process, the theoretical and practical training of primary school teachers about the artistic creative abilities of students is considered as one of the main conditions.

Of course, the artistic creative abilities of younger schoolchildren are revealed in any process of activity. The creative abilities revealed in the process of any activity are manifested only during the

2 Karimov, Y. Training methods. Textbook. / Y. Karimov - Baku: RS Polygraph, - 2009. - 279 p.

successful implementation of that activity. Artistic creative abilities can be revealed if the dynamics of acquiring knowledge, skills and habits that ensure the reality of the creative activities of younger schoolchildren is manifested. In order to reveal the artistic creative abilities of younger students during the organization of didactic games, it is necessary to correctly determine whether this ability is inherited or acquired later, while carrying out purposeful, planned, organized work. Because one of the children has a pleasant voice, i.e. vocal abilities, in others such abilities as instrumental performance, fine arts, dancing, acting, manifest themselves to one degree or another. That is why it is more expedient to identify such children starting from primary grades. During the analysis, actors J.Mirzayev and S.Shafiyev was shown as an example and the facts of determining their talents in school time were reflected.

The second paragraph of chapter II, called **“Methods of formation of students' artistic creative abilities during the organization of didactic games in the training process”** notes that, to develop and apply new models of didactic games in the process of teaching the subjects “Azerbaijani language”, “Fine arts”, “Music”, “Life skills” in order to solve the duties set to in the direction of creating new content of personality orientation education by primary school teachers at the level of requirements of the day is advisable. First of all, it is due to the fact that in the process of training, the formation of students' artistic creative abilities during the organization of didactic games is of significant relevance. Because the organization of didactic games in the training process and the discovery of artistic creative abilities in children during this process are the most important topical issue in raising the level of personality orientation of students. In our country, there are wide opportunities for the formation of students' artistic creative abilities during the teaching of individual topics in the process of teaching subjects on curriculum training.

The paragraph was shown examples of several types of didactic games in accordance with the topics in the textbooks “Azerbaijani

language”, “Fine arts”, “Music”, “Life skills” taught in primary grades.

For this purpose, teaching materials were applied through organized didactic games. It became clear from individual conversations with students who responded to the survey questionnaire in the experiment classroom that, almost all of them eagerly studied the teaching materials and mastered with interest the tasks given to them.

The results of the pedagogical experiment give reason to say that the correct selection of topics of didactic games in the training process, the exemplary preparation of scenarios, successful role allocation, the application of examples of artistic creativity to the required level expand the circle of knowledge of students, develops their aesthetic worldview and, most importantly, forms their artistic creative abilities. The positive results of the pedagogical experiment were also reflected in the paragraph.

The third paragraph of chapter II is called **“Ways to form the artistic creative abilities of younger schoolchildren during the organization of didactic games in extracurricular activities.”** In this paragraph, along with the organization of didactic games in the process of teaching subjects in the primary grades of general secondary schools, the significant importance of using didactic games in extracurricular activities was shown in terms of the formation of students' artistic creative abilities. Among the didactic games organized at extracurricular activities, plot-role, musical-didactic games, didactic games on national-moral values, moving-role games along with didactic games on natural phenomena, didactic games on ethnopedagogical materials, intellectual didactic games, dramatized didactic games and etc. such games were especially noted. It is shown that, it is necessary to have an artistic part in each of the extracurricular activities organized throughout the year. The inclusion of didactic games mentioned in this artistic section, along with schoolchildren who are participants of didactic game, creates wide opportunities for the formation of scientific worldview and artistic creative abilities of audience schoolchildren.

The involvement of students in didactic games in extracurricular times and the purposeful, planned, organized formation of these games require rich experience and exemplary competence from primary school teachers, as well as those who are guided by extracurricular activities of the school. This means that primary school teachers organizing didactic games, first of all, by preparing themselves for this process, can positively influence the development of students' artistic creative abilities.

The importance of using ethnopedagogical examples when organizing didactic games is great. The first is because that, younger students get acquainted with the literary and artistic materials of their lineage. Second, the moral norms contained in ethnopedagogical materials, such as patriotism, respect for the father, love for the mother, friendship, camaraderie, brotherhood, solidarity, to help, to assist, to aid, to present compassion, to give present develop in them the most necessary moral qualities.

When using the ethnopedagogical examples indicated in the organization of didactic games, their adaptation to the requirements of modern times is also considered important. Organizing didactic games on ethnopedagogical materials in extracurricular activities on the basis of themes of legends and rumors is of great importance in terms of the formation of students' artistic creative abilities.

Through organized didactic games, encouraging students to artistic creativity, our national dances, national costumes, colorful handicrafts reveal artistic creative abilities of minor children.

During extracurricular didactic games, students acquire the following qualities:

- They gain new knowledge through didactic games;
- In the process of didactic games, students gained new knowledge, acquire a number of labor skills and gain the most necessary skills;
- Purposeful, planned, organized formation of didactic games, along with the aesthetic and artistic pleasures of students, affects the development of moral and spiritual qualities in unity;

- The correct choice of themes of didactic games gives direction to the organization of the game. In the process of such an approach, wide opportunities are created for the formation of students' artistic creative abilities;

- By using the main factors in the organization of didactic games, the artistic creative abilities of students can be formed at the level of the requirements of the day;

- It is more reasonable to use didactic games as a method for revealing talented children, the formation of artistic creative abilities in them.

Thus, the results of the experiment on the role of didactic games as a means of forming artistic creative abilities in younger schoolchildren provides the basis for the validity of the hypotheses put forward in the dissertation, the achievement of the goals to the expected extent, and the implementation of the provisions on defense.

In the "Result" part of the dissertation, the conclusions of the research are summarized as follows and suggestions are put forward.

1. Creation of new content of personality-oriented education in the directive documents on education reforms carried out in Azerbaijan, as well as "State Strategy on the development of education in the Republic of Azerbaijan", renewal of teaching subjects in primary grades and preparing and presenting of the most modern models of didactic games in this process along with the scientific outlook of the students, provide the formation of their artistic creative abilities.

2. Clarification of the essence, content, purposes and duties of the work on the formation of artistic creative abilities of younger schoolchildren in the process of organizing didactic games at the level of the requirements of the day creates the basis for the correct definition of the methodology of the work and research carried out in this branch.

3. It is appropriate to benefit from the wide possibilities of didactic games organized in a planned manner in the process of forming artistic creative abilities of younger schoolchildren. Primary school teachers should give preference to the organization of didactic games

for learners that correspond to their age, individual characteristics, perception abilities, as well as artistic pleasures, but also affect the formation of their artistic creative abilities.

4. Researches suggest in a strict manner that, during the teaching of the subjects “Azerbaijani language”, “Life skills”, “Fine art”, “Music”, properly organized didactic plot-role didactic games, musical-didactic games, action-role didactic games, intellectual-didactic games, didactic games on natural phenomena, didactic games on national and moral values, didactic games on the world of fairy tales and eposes, artistic-aesthetic pleasure of primary school students, scientific worldview, in addition to forming a feeling of love for national-spiritual values, has a strong influence on the development of their artistic creative abilities.

Didactic games organized in primary grades as raise the educational level of younger schoolchildren and play an important role in ideological-political, moral-spiritual, labor, business, and ecological education of students. In this regard, when organizing didactic games for younger schoolchildren, the principles of training and education should be kept in focus, the level of knowledge of the participants in the game, their scientific worldview, artistic pleasures and individual creative abilities should be taken into account.

5. In the process of training with primary school students, as well as in extracurricular activities, there is a serious need for the development of new models of didactic games that meet modern requirements. The didactic game organized in a healthy psychological environment develops the creative thinking of the participant and forms his artistic creativity abilities. In this regard, during the organization of didactic games, it is necessary to take into account the psychological characteristics of younger schoolchildren. In this case, it is possible to correctly regulate the activities of girls and boys during didactic games.

6. The facts suggest that during the organization of didactic games, revealing, developing and forming the artistic creative abilities of younger schoolchildren determines their conditions as talented individuals in the future. However, in the process of

conducting didactic games, the main directions for the formation of artistic creative abilities of younger schoolchildren should be scientifically determined, primary school teachers should be provided with theoretical and methodological literature. There is no doubt that the scientific-pedagogical and methodological directions identified for separate didactic games will help primary school teachers.

7. Correctly planned musical-didactic game, taking into account the importance of training and education, has a serious impact on the comprehensive development of students, instills in them feelings of patriotism, protecting the land from strangers, gallantry, bravery, bellicosity, determination to win, hatred of the enemy, respect and esteem for our martyrs.

Didactic games calculated to praising national and moral values, along with developing artistic creative abilities of younger schoolchildren, have a significant impact on their moral and moral level. During the organization of didactic games, the education of aesthetic and artistic pleasures of students, as well as the organization of their cultural rests, should also be kept in the attention.

8. A correctly organized didactic game with younger schoolchildren allows students to get acquainted with a lot of information about life skills. In the process of the game, students pursue judgments, argue, remember important historical facts and get the opportunity to apply their knowledge about trees, fruits and flowers. Activities performed in sequence during the didactic game have a significant impact on the development of students' artistic creative abilities at the same time.

9. The purposeful, planned, organized arrangement of didactic games serves as a means of forming students' artistic creative abilities. In principle, in the process of correctly organizing didactic games, students are involved in creative activity. The creative activity of students, along with their aesthetic-artistic pleasures, also affects the regulation of moral standards. Such creative activity of students becomes more stimulating in them the development of comprehensive abilities, including artistic creative abilities.

10. Just as didactic games organized at extracurricular events provide students with new knowledge, they also condition them to acquire a number of labor skills. And this in its turn resulting in the acquisition of the most necessary habits of younger schoolchildren.

In addition to the results obtained from the conducted research process, we considered it expedient to include a number of suggestions in the dissertation.

The following **suggestions** were put forward on the problem under investigation:

- It would be good to create special-type cabinets for didactic games in general secondary schools and to call one of them “The cabinet of didactic games”.

- It would be useful for cabinets of special types related to didactic games to have the materials necessary for the organization of individual types of didactic games. It would be good to include in these materials fine arts, including graphics, painting, sculpture, examples of decorative-applied art, such as national architecture, musical instruments, notes, dance costumes, schemes on dance figures and slogans on didactic games stencils and other didactic means;

- It would be useful for primary school students to organize artistic creative associations that correspond to their age, individual and perception abilities;

- It would have helped to successfully solve the problem spoken about of creating interest courses on different types of didactic games for younger schoolchildren;

- Demonstration of didactic games on TV programs prepared by primary school teachers and other specialists in general secondary schools would have had a positive impact on the formation of students' artistic creative abilities through didactic games in other general secondary schools of our country.

The main provisions of the dissertation are reflected in the following published works of the author:

1. The role of the creative organization of didactic games in primary grades in the formation of students' artistic creative abilities // - Baku: Journal of “Pedagogy” – 2020. № 1, – p. 23 – 32

2. The main factors influencing the formation of artistic creative abilities of younger schoolchildren during the creative organization of didactic games // – Nakhchivan: Nakhchivan Teachers' Institute “Scientific works” journal, – 2020. № 4 – p. 59 – 63

3. The influence of the organization of didactic games on the formation of the creative abilities of younger schoolchildren on the basis of «Curriculum requirements curriculum reforms in general education : results and prospects – 2021» Republican scientific and practical conference. – Nakhchivan: – 21 May 2021, – p. 122 – 123

4. “Psychological bases of formation of artistic creative abilities of younger schoolchildren during the organization of didactic games” Azerbaijan Scientific Center “IV international scientific researches” conference. – Baku: – June 6, 2021. – p. 47 – 53

5. «Формирование художественных творческих способностей школьников младшего возраста посредством дидактических игр» // LXXIV международной научной конференции. «Актуальные научные исследования в современном мире» – Украина: выпуск 6(77) часть 7, – Июнь 2021 г. – с. 129 – 139

6. “Importance of using ethnopedagogical examples during the organization of didactic games” // – Nakhchivan: Nakhchivan Teachers' Institute “Scientific works” journal, – 2021. № 3 –p. 43 – 69

7. Formation of artistic creative abilities of younger schoolchildren during the organization of didactic games in extracurricular activities // – Nakhchivan: Nakhchivan State University “Scientific works” journal, – 2021, № 1 (110), – p. 160 – 165

8. Scientific and pedagogical bases of formation of artistic creative abilities of younger schoolchildren during the organization of

didactic games // The XVII International Scientific Symposium “Karabakh: Way To the Victory”, –Goteborg / Sweden. – 2021. – August 28, – p. 193 – 197

9. The importance of the organization of didactic games in the lessons of Fine Arts in primary grades in the formation of talented students // Nakhchivan International scientific conference "Development strategies of modern education: successes and challenges" – Nakhchivan: – 26 - 27 November 2021. – p. 642 – 644

10. The main directions of the formation of artistic creative abilities of younger schoolchildren during the organization of didactic games // – Baku: Institute of Education of the Republic of Azerbaijan “Scientific works” journal, – 2021, cover 88, № 6, – p. 192 – 195

11. The place, role and significance of the use of didactic games in the development of artistic creative abilities of younger schoolchildren // Россия. Проблемы науки. – 2022. № 1(69), – p. 45 – 49

12. Methods of organizing didactic games in the formation of artistic creative abilities of younger schoolchildren during the teaching of music // - Nakhchivan: Scientific works of Nakhchivan University, – 2022. № 1 (25), – p. 336 – 341

The defense of the dissertation will be held on 23 September 2022 at 11⁰⁰ o'clock at the meeting of the FD 2.40 Dissertation Council operating under the Nakhchivan Teachers Institute.

Address: Nakhchivan AR, Nakhchivan city, Heydar Aliyev avenue 1, AZ7003, Nakhchivan Teachers Institute. Assembly hall

The dissertation is possible to get acquainted in the library of the Nakhchivan Teachers Institute.

Electronic versions of the dissertation and abstract are posted on the official website of the Nakhchivan Teachers Institute. (www.nmi.edu.az).

The abstract was sent to the necessary addresses on 19 July 2022

Signed for printing: 05.07.2022

Paper size: 60x84 1/16

Volume: 35528

Circulation: 20