

# TECHNOLOGIES FOR DEVELOPING THE CREATIVE ABILITIES OF OLDER PRESCHOOL CHILDREN: AN INNOVATIVE APPROACH AND PEDAGOGICAL OPPORTUNITIES

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## **Abstract**

This article analyzes the peculiarities of creative abilities of preschool children, the principles, directions and technologies of their development. Also, the possibilities for the development of creative abilities and creativity in children are commented on by the application of Quest game technology.

**Keywords:** Preschool age, creative abilities, creativity, Quest Game Technology, principles, directions, quest assignments, spiritualization.

## **Introduction**

### **Annotatsiya**

Ushbu maqolada maktabgacha yoshdagi bolalarda ijodiy qobiliyatlarining o'ziga xos jihatlari, ularni rivojlantirish tamoyillari, yo'nalishlari hamda texnologiyalari tahlil qilinadi. Shuningdek, kvest o'yin texnologiyasini qo'llash orqali bolalarda ijodiy qobiliyat va ijodkorlikni rivojlantirish imkoniyatlari sharhlanadi.

**Kalit so'zlar:** maktabgacha yosh, ijodiy qobiliyat, ijodkorlik, kvest o'yin texnologiyasi, tamoyillari, yo'nalishlari, kvest topshiriqlari, ruhlanish.

### **Аннотация:**

В данной статье будут проанализированы особенности творческих способностей дошкольников, принципы, направления и технологии их развития. Также комментируются возможности развития творческих способностей и творческих способностей у детей с помощью технологии квестовой игры.



**Ключевые слова:** дошкольный возраст, творческие способности, креативность, технология квестовых игр, принципы, направления, квестовые задания, одухотворенность.

## **Introduction**

It is known that children perceive the process of teaching and education as an extremely complex, difficult endeavor. It is an extremely tedious process for the child, especially if it consists of dry materials, facts, simple stories and eloquence. Children find it difficult to learn at an early stage of development. They naturally prefer simple games for learning. To get children interested in the educational process, it is necessary to make extensive use of play. After all, it is through such games it is very interesting, exciting to solve the task set for children, to fulfill some condition to find a solution, to solve educational tasks in the process of fulfilling the condition. The characters of the game, in turn, have a huge impact on the psyche of children and serve to form a broad worldview. One of the technologies that is widely used in the development of creative abilities of preschoolers is the quest-technology.

Quest - (English "QUEST" means "trouble", "search", "adventure") is an adventurous interactive game with a story content (English "Adventure game"), in which its participants move through the characters, finding and performing tasks. Quest game is the most effective and original educational technology that creates favorable conditions for activating children's cognitive interest and desire to solve problems with enthusiasm, as well as revealing their creativity.

## **Review of Thematic Literature**

The issue of the development of creative abilities in children has always been an urgent issue. In this regard, E.G'oziyev, Z.N.Nishanova, T.L.Khurvaliyeva, Z.S.The scientific work carried out by the Teshabayevas can be recognized. N. in foreign countries. E. Veraksa, O.A.Shiyan, E.De of Bono, S.Vigotsky, V.S.Druzhinin, V.A.Kan-Kalik, A.N.Leon'tev, D.B.Many researchers, such as Bogoyavlenskaya, can be cited as examples. Creativity is a person's ability to make creative decisions, understand and create fundamentally new ideas. Or, in a broad sense, is the ability to find unusual solutions. In this regard. Ya. Lerner notes that "creativity can be taught, but this education is special, not the same as they usually teach knowledge and skills". Creativity is a broader concept than



ability and involves the creation of something new, valuable to society, through which one is understood to develop one's own abilities and self-awareness. Psychologist P.Torrens argues that the general need for creative individuals lies in the need for continuous growth and development. T. In this regard.S. Komarova, on the other hand, created children's creativity, subjectively (drawing, modeling, story, fairy tale, song, play invented by the child) with objective significance for the new product and society, the child's mental the effect obtained in the form of development is assessed as the process of creative activity.

It is worth noting that the psychologist E.Geziyev, creative activity is considered an integral part of talent, in which a psychological state called spiritualization plays a special role. And discouragement believes that activity consists of a creative moment aimed at increasing productivity.

And in developing creative abilities of preschoolers it is this inspiration - it is very important to “catch” creativity. It is acceptable to widely use this process, including methods and technologies that bring pleasure to the part, help to awaken inner possibilities.

When teaching children, quest technologies began to be widely used since 1995. After Professor Bernie Dodge from San Diego proposed to use a certain search system in the learning process, the solution to the problem should be found by passing intermediate stages at each of them became widely used game-adventure technologies. Quest-technologies, developed in preschool educational organizations or for school-age children, are created on the basis of computer games of the quest genre. As a rule, this technology is based on search techniques.

### **Research Methodology**

The child will have to fulfill a certain condition on the basis of a staged scenario in the play method, which is put in front of him by the hero of the fairy tale, the Beginner or the educator, in order to achieve the goal (solving the problem posed in front of him). The conditions given to the child should have educational significance and help to develop his creative creative abilities. In the game, the child or the group of children will move to the next stage only after the first condition is met. To proceed to the next step, however, it is required to perform some action or find a key. This technology is aimed at raising the needs of children to be interested in knowing the educational process through play - adventure activities, to show their inner potential.



It is worth noting that children wake up early in their dreams of making heroics, solving problems independently, showing personal courage. The performance of the role of the heroes in the quest adventures evokes delight in children.

Quests make it possible for children to experiment, analyze new knowledge, combine them on the basis of a certain sign, develop communicative skills and grow their creative abilities. To achieve the goal, children will have to complete certain tasks, puzzles, exercises or riddles linked together in a consistent, sequential way. The purpose of Quest games is to develop children's creative abilities, to cultivate their knowledge of the environment, their worldview, to find an independent solution to problem situations, and to develop communicative skills.

### **Analysis and Results**

The main condition for the successful organization and conduct of Quest games is the development of clearly meaningful, assignments and the creation of conditions, taking into account the individual development, age characteristics and capabilities of the child. When completing tasks as a team, the child must feel that he is an integral part of this team, that he needs his team, that he has confidence and that he has Independence.

Principles of organizing Quest games:

1. Taking into account the rights, individuality and development opportunities of the child. All children are born the owner of a great opportunity, and each has an innate talent. Each child is a unique individual. All children have the right to protect, strengthen their health and well-being, as well as equal access to quality preschool education.
2. Maintaining the health of the child, strengthening and ensuring a safe environment. Meeting the child's various needs, including the need for movement; through active games and daily exercise, children develop their own feelings, large and small motor skills; learn the world around them in movement and control various objects; are able to distinguish the influence and capabilities of their own body, begin to take care of it and adopt a healthy lifestyle.
3. School education is a partnership of the organization with the family, neighborhood, school. The child's well-being depends on his family members and loved ones' understanding of the importance of pre-school organization. Children are better educated and developed when parents and the local community are

involved in and contribute to the educational and nurturing process in the curriculum.

4. The principle of consistency.

5. Dynamism. Growing from simple to complex. As well as complementing each other, the puzzles being given should gradually become more complex.

6. The principle of absorption into emotional joy. Assignment, riddles should give pleasure and joy to the child, should form an emotional strength.

7. The principle of choosing the right time. The chosen time should be comfortable, reasonable for the child. Preferably, which the preschool organization does not plan for the evening hour of the agenda or the first day of the week.

8. The principle of integrability. Each task and puzzles received must provide continuity.

9. The principle of accuracy of the final result. The fact that at the time of Return communication the child acquired the necessary knowledge, acquired the necessary knowledge, qualifications and skills.

It is important to show the following indications of the development of children's creative abilities through Quest games:

- Development of an aesthetic worldview and creative search in children;
- Construction-making from various materials including constructor, module, paper, natural and other materials;
- Artwork (drawing, clay making, applique, collage);
- Musical (perception and understanding of the meaning of musical works, singing, musical and rhythmic movements, playing children's instruments);
- Growing the process of creative thinking (solving the created artificial problems with resourcefulness, finding an independent path, developing a new solution, offering an unusual approach);
- From the acquired knowledge and skills to create their own creative plans in different life situations

development of use skills for compilation and implementation;

- Understanding the role of man as creator in changing the world;
- Education of communicative competence through work in a team.

The duration of the Quest game, which is held in preschool educational organizations, is usually organized in an incarnate training way, and it can consist of the following duration:



- 20 - 25 minutes for small children of preschool age;
- 30-35 minutes for middle group learners;
- 40-45 minutes for older preschool children.

When organizing Quest games with preschoolers, paper-shaped, "Magic kalava", "map, "magic screen", "tracks", "Quest Carpenter", "logical carousel" views can be used.

In the framework of the problem under consideration, the following can be cited in terms of the formation of specific features of technologies for the formation of creative abilities of preschool adults:

- improving the development of pedagogical and psychological foundations for the formation of creative abilities of preschool adults;
- extensive use of innovative technologies in the educational process;
- extensive use of innovative technologies in the educational process;
- organization and promotion of the developing environment and creative activities of the formation of creative abilities of preschool adults;
- reation, improvement of a new generation of methodological manuals, recommendations and games and technologies that help develop children's creative abilities;
- appropriate application in the development centers of age groups of preschool educational organizations in the organization of various manifestations of Quest games with preschool children.

### **Conclusions and Suggestions**

Thus, the development of creative abilities in children of preschool age has also been relevant for a long time. Because only a creative person can make fundamental reforms in society, they lead a prosperous life. And such qualities begin with the early age of the child. And the use of different technologies in the educational process is creative in preschool children it should serve as one of the main conditions in the development of abilities.

It should be remembered that the more each child is considered gifted in a unique, unique way, the more interest he has in the process of developing unung skills and abilities, the higher the child's chances of becoming a mature person in the future and easily adapting to modern society, achieving success in it.



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