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DEVELOPING INTELLECTUAL ABILITIES OF PRIMARY SCHOOL PUPILS THROUGH DIDACTIC GAMES

Among many factors that determine the level of material and cultural life in any country, intellectual potential achieved by this country occupies an important place. The historical experience of society proves that even states that are not very rich in natural resources, can reach high living standards, but they should possess the powerful intellectual potential which is ensured by the ability of mental activity and the development of creative inclinations of the individual.

The most important place in the school system belongs to elementary grades as a basic link in the development of intellectual and creative person. To create the conditions for stimulating young learners' intellectual activity, to improve the efficiency of the educational process through the development young learners' of intellectual abilities is an important task for teachers.

The development young learners' of intellectual abilities is based on specific mental operations [1, c. 2]. The process of thinking is a combination of various operations, the most important of which are analysis, synthesis, generalization, classification and systematization.

Games are universally considered to be effective means of attracting young learners' to learning activities is a game. Teachers should systematically use interesting tasks, such as puzzles, anagrams, board games and lotto in the educational process. It is necessary to include more tasks for developing of children's memory, attention span and logical thinking [1, c. 11].

Here are some examples of games aimed at improving the development of young learners' intellectual abilities.

1. Game: «My Aunt Went to the City and Bought ... »

The teacher explains that pupils should complement the phrase: «My aunt went to town and bought...» with words naming school items and clothing.

Pupil 1: My aunt went to a to the city and bought a book.

Pupil 2: My aunt went to to the city and bought a book and a bag.

Pupil 3: My aunt went to to the city and bought a book, a bag and a ruler.

2. Game "Duty Letter"

Pupils are to write as many words as possible in which the indicated letter stands in a particular position.

– beginning with the letter "p"?, e.g. pen, pupil, pig;

– the second letter is "a"?, e.g. pan, table, bag;

- *beginning with the letter “m”?*, e.g. mouse, map, mother;
- *ending with the letter “o”?*, e.g. photo, two, lego.

The increase of stimulating content of the educational material is an indispensable condition for the development of pupils' intellectual abilities. Intellectual games are to be based on pupils' interests, motives and wishes. They develop in pupils not only memory, concentration span and attention imagination imaginative and logical thinking building up confidence, patience, tolerance and other personal qualities [2]. Thus, intellectual games are not an entertainment, but excellent psychological training aimed at the development of different abilities, the emotional sphere, character and leadership traits.

LITERATURE

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