

The analysis of the content and structure of the modern preschooler's game

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The article presents a study of the content and structure of the preschool children's game in kindergarten. The analysis of a wide range of modern toys have shown that they are characterized by unnecessary high complexity, copying of household items, modeling of modern cartoons' characters and others. It is noted that the prevalence of didactic games and specially designed manuals for games negates the use of unformed items that are necessary for the development of the creative initiative of the child in the game. The analysis of data obtained from the survey of parents and children about the preferences of toys and games, shows that in modern society the trend is aimed at early intellectual development and preparation of children to school. Observation of children's playing activities in kindergarten revealed a phenomenon of the activities' structure simplification because of lack of time for free play. There is a tendency of children's activity saturation with scenes from various information sources: cartoons, movies, commercials, etc. An obvious differentiation between boys and girls' games was noted. Apparently it is due to the fact that children watch different cartoons.

Keywords: preschool, game, toy, story, game content, game's structure, role, motive, relationships in the game, real relationship

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