



TODAY'S CHILD - TOMORROW'S CREATOR

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Annotation

This article describes the history of the Lankan game and the fact that today a lot of practical work is being done in the world and in our country to develop, preserve and pass on intangible heritage - ethnosport, national and traditional games to future generations.

Keywords: Lanka, qaraptep, tepuk, par, folk game, sport.

Introduction

Although much valuable information on the history of Uzbek folk games, ethnography, and scientific opinions are reflected in historical works, scientific, popular articles, and works of different periods, today the preservation and further development of the cultural heritage of our people, a more in-depth scientific study of this topic in the formation of the historical thinking of the younger generation is a requirement of the time.

According to the scientific research and experience of experts, people under the age of twelve receive information from the environment without thinking and without analysis. This means that information can be subconscious in any form: image, text, environment, audio, video, games, puppets, and so on. Children get to know the whole world while playing. What games he played as a child, as a young man, these games will be repeated as he grows up. The fantasy world of childhood is now becoming their real life, so children are encouraged to play games. One such game is Lanka.

Lanka is a children's game of kicking, consisting of a piece of long woolen leather with a heavy piece of metal on the back, a coin, a coin, and so on.

How did this game come about? The word "Lanka" ("Qaraptep") what does it mean where will be played That's it to form a separate federation _ to do to him separately attention give q considerable significant and what with important? Of course, it is of the step reasons and impulses to the majority interesting to be natural His history, the word "Qarabtep" etymology compared to other sports much interesting rock. In order to find answers to the above and some similar questions, Bugun.uz turned to Feruza Jumaniyazova, a senior researcher at the Institute of Oriental Studies of the Academy of Sciences of the Republic of Uzbekistan, Doctor of Philosophy in History, an expert. The expert told us in detail about the game "Karabtep". Below we bring to your attention some of his thoughts.

Most people are probably not well aware of the history of this game. Experts write that the history of kick-playing folk games dates back 7,000 years ago. The game "Qarabtep" (Lanka) is one of such ancient folk games. This game is only in Central Asia, but also in China, the North Caucasus, Siberia and In Europe both wide scattered. Some researchers said that this of the game Medium Asia East from Turkestan enter that came they emphasized. China sources similar to Lanka and kick playable game creators « northern barbarians», that is first Turks thing about the information listed. Game "Qarabtep



" (Lanka) To China their west neighbors - Turkish nations going through the rest conclusion to do possible . The word "Lanka" is derived from the Iranian word "lang", which means "lame". Because in this game, the player behaves like a cripple, trying not to land on the ground by kicking a lancet in the air without putting one foot on the ground. In fact, the game was called "kick" in ancient times, meaning that the name comes from the verb "kick." In the 11th century, Mahmud Kashgari's *Devonu lugotit* turk wrote that lead was melted, poured into a circle with a hole in the middle, and covered with goat's wool or something similar. Another source, the 14th-century Persian dictionary of Ibn Muhanna, mentions the name of the game. Over time, the name of the kick game changed and it came to be known as lanka or qaraptep. However, the name has survived among the Uighurs living in Urumqi and Kashgar as "tepkuch." Ethnographic research in East Turkestan in the early twentieth century provides information about the game "tepkuch", which is reminiscent of lanka, which means "kick".

Basically, in the fall and spring months, among boys, the "Par" kicking game is in full swing. The "steam" is cut from a piece of woolly goat skin and glued to its skin side, molten lead. Now it is agreed how many times to kick this finished pair. Depending on the skill and ability of the pair of runners, the final finish can be set to 50, 100, 200, or 500. Whoever reaches the finish line first is considered the winner, and the loser must drop the "Malay" to him. The Malay winner must kick without putting one foot on the ground at all. Participants will also agree at the beginning of the game whether or not the Malay number can be returned. If the winner kicks 50 Malays and fails to return the opponent's Malay number, the losing player must throw 50 pairs at the winner's feet. The winner kicks the pair away and tries to run against the boy. The game "Par" also helps children to become agile and grow up. This game requires its own physical preparation.

The creators of this game are likely to be nomadic peoples or peoples whose lifestyle plays an important role in animal husbandry. This is because the fur is cut in a circle with scissors or a knife in a circle about one centimeter on each side of the long-haired skin, and a coin (slightly smaller than the skin) or a flat metal is attached to the back of the skin. is the engine. The game was also played in open spaces, streets, and fields, hills and hills with an unlimited number of players.

Some researchers consider Mahmud Kashgari's "kick" game to be the first appearance of football or badminton (tuytop) in the game culture of the Turkic peoples. But this is not the case. The ancient game of kicking is exactly the archaic form of the Lankan "karaptep". Because the Lanka football ball does not look like, and badminton with a racket is played. Currently, Tepuk's only name changed acceptance to do to the goal appropriate.

According to Bahriddin Chusti, the folk game "Qarabtep" (Lankan in the vernacular) has been regularly played for centuries on national holidays, "Navruz". Abu Ali Ibn Sina's book "Laws of Medicine" first mentions the folk game "Qarabtep". According to experts, this folk game is very useful for human health. In particular, it improves the functioning of the spine, eyes, heart, abdominal organs, leg muscles, respiratory tract, and blood circulation.

The Lanka game was highly developed in Uzbekistan in the 1970s and 1980s. After football, this game was one of the favorite games of school children. However, on the instructions of the superiors, the teachers were fighting hard against such a "nonsense" game. The lancets were removed and the roof



was opened. It was as if they were propagandizing that if the children played this game, they would become Dabba (grija) in the future. Now that we are grown up and think about the world, this game develops agility and dexterity in children!

According to the statement of the Cabinet of Ministers of the Republic of Uzbekistan No. 33 of May 25, 2021, in June-July 2021 the country will be held the national games "Karabtep" ("Lanka"), one of the national values of our country with a history of at least three thousand years. Ministry of Tourism and Sports of the Republic of Uzbekistan. The goal is to make Karabtep more popular as a sport, not just a folk game, and, of course, to enter the world shortly.

The roundtable discussion at the Ministry of Tourism and Sports was dedicated to the organization of the Karabtep folk game competitions across the country.

Speaking at the event, Deputy Minister of Tourism and Sports Avazjon Karimov stressed the role and importance of the folk game "Karabtep" in strengthening human health.

It was also decided at the roundtable to establish a sports federation for the national game of Uzbekistan "Karabtep". It was noted that the purpose of this is to further popularize "Karabtep" not as a folk game, but as a sport and bring it to the world shortly.

It was also announced at the event that at least 5 million people are expected to take part in the Karate national games, which will be held across Uzbekistan from June-July.

The Ministry of Tourism and Sports discussed the holding of the national game "Karabtep" ("Lanka") in Uzbekistan in June-July. The chairman of the National Wrestling Center of Uzbekistan Norkuli Yusupov, who chaired the roundtable, called on partner organizations to provide practical assistance in organizing high-level competitions of the national game "Karabtep" in June-July. The main tool of the game "Karabtep" in several forms - "kicks" was also shown at the meeting. Experts in this field praised the "reaction" created by the local population and made recommendations for its popularization and promotion as an "Uzbek brand" in the world.

However, some social media sites mockingly criticized the "Lanka" game. That is, some bloggers objected because they knew and did not understand the essence of the game and the benefits it brings to a person physically and mentally. We call this ignorance. How does a parent teach their child what they don't know? If this is promoted and encouraged by the state, it will surely bear fruit tomorrow.

As a child, he was preoccupied with life and could not devote time to play. Except for some remote villages, we say that ancient games are being forgettable by today's children.

Although their parents played national games at a young age, in the age of information technology, they will allow more computer games than our national games, where our values are embodied. In our opinion, the main reason for this is that some parents do not understand the educational significance of our national games.

Typically, each nation develops using the part of the value it inherits from its ancestors to the present day. By playing games, children not only become healthier but also learn about the ancient customs, traditions, and values of our people. This determines the qualities of patriotism, heroism, courage, and self-sacrifice. Studies have shown that games make an invaluable contribution to the physical, mental and spiritual development of generations. Because for the younger generation, games are always a way



of life, a factor of life, a measure of it. The content of the game is enriched and the forms are transformed and multiplied. Today's child is the creator of tomorrow. The game is a creation, this is life.

Today, a lot of practical work is being done in the world and in our country to develop, preserve and pass on intangible heritage - ethnosports, national and traditional games to future generations. Nowadays, the folk game "Qarabtep" or Lankan, also known as Lanka, is popular not only among Uzbeks, but also among neighboring Kazakhs, Kyrgyz, and Tajiks, and is loved and played by teenagers. Its further development is tantamount to reviving the national games of our people formed over thousands of years.

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