

INTERACTIVE GAMES AS A TOOL FOR EARLY DETECTION OF INCLINATIONS AND TALENTS IN PRESCHOOL CHILDREN

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ABSTRACT

This article explores the potential of interactive games as a tool for the early identification of talents and abilities in preschool-age children. The author describes methods of using game techniques to identify tendencies toward various types of activities and provides examples of interactive games that aid in revealing children's unique characteristics. The importance of the educator's role in observing and documenting children's interests and abilities during gameplay is emphasized. Recommendations are offered for further development of the identified inclinations.

Keywords: Interactive games, early talent identification, preschool inclinations, game techniques, ability assessment, educator's role.

INTRODUCTION

In modern preschool education, interest is growing in using play-based methods to identify children's individual inclinations and abilities. Preschool age is a period of rapid development, during which each child exhibits unique traits that may reflect early signs of talent or predispositions. Interactive games allow educators to observe these traits in a nurturing, non-intrusive environment, creating favorable conditions for children's self-development.

Interactive Games as a Method for Diagnosis and Learning

Interactive games combine elements of learning and diagnosis. They help reveal qualities in children such as creativity, analytical thinking, leadership skills, and teamwork. Examples of preschool games include role-playing, creative, and team games, which encourage the expression of different abilities. For example, storytelling or construction games help identify creative tendencies, while puzzles and logic tasks stimulate analytical abilities.

Methods and Criteria for Identifying Inclinations

Educators can use interactive games to observe children, focusing on criteria such as interest in the task, engagement, a tendency toward leadership, or, conversely, a preference for collaboration. Examples of these games include:

1. **Creative Games:** Activities like drawing, storytelling, and crafting help reveal creative abilities.
2. **Logical Games:** Puzzles and tasks aimed at developing analytical thinking.
3. **Team Games:** Cooperative and teamwork-oriented games that allow the observation of leadership qualities.

The Role of the Educator

In the process of gameplay, the educator becomes an observer who helps the child to express themselves. It is important for the educator not to interfere but rather to guide the child and record their interests and abilities as they emerge. Support from the educator helps the child feel confident and at ease, which fosters the expression of genuine interests.

CONCLUSION

Interactive games are an essential method for the early identification of inclinations and talents in preschool-age children. The support of educators and parents in this process creates a nurturing environment for each child's holistic development, uncovering their natural talents and providing opportunities for further self-development.

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