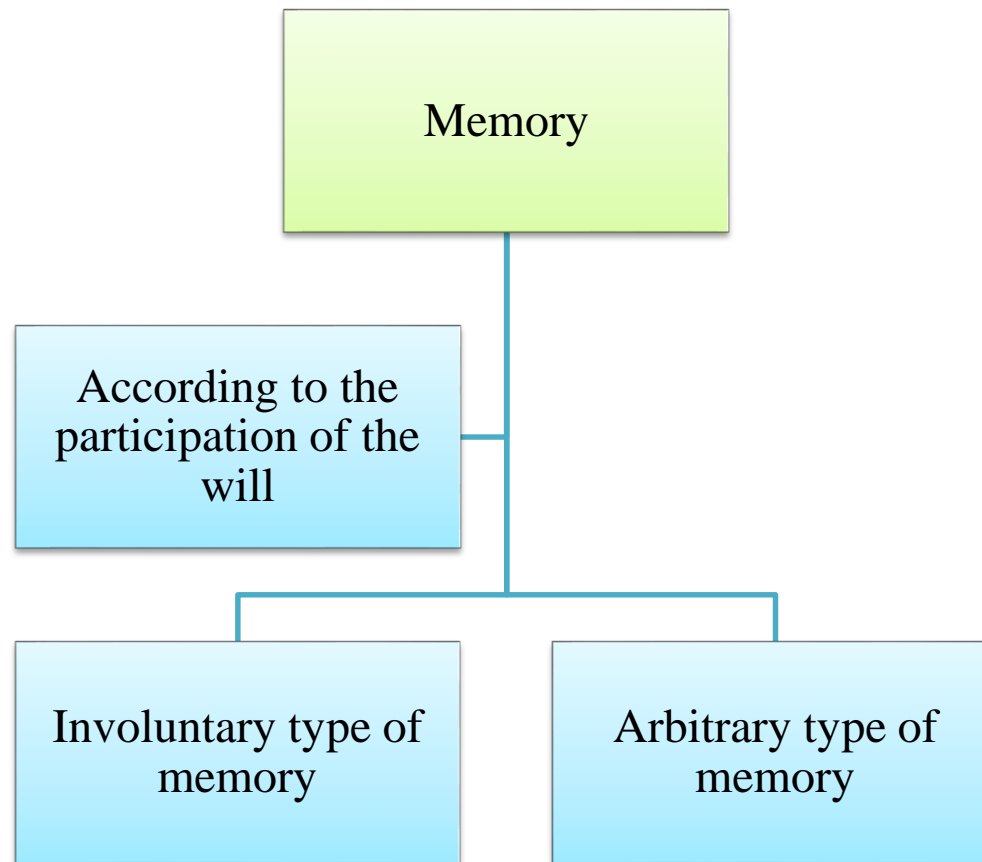# Preschoolers' Arbitrary Memory Development by Didactic Games during English Learning Process

Speaker: Golubeva Maria
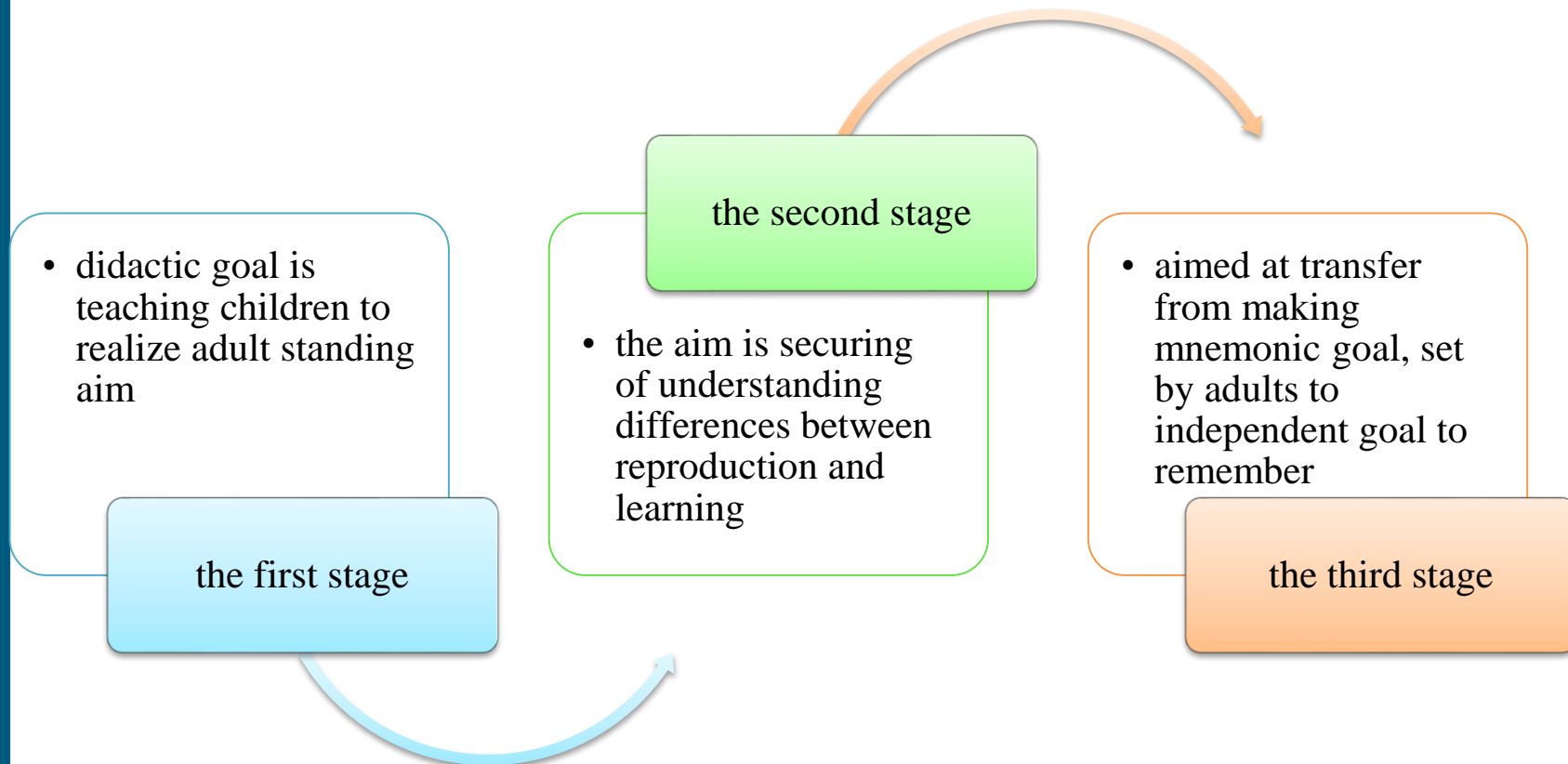
Memory is a cognitive psychological process, includes memorizing, saving, recall, recognition and forgetting of information.

```
                    Memory

      According to the
      participation of the
      will

  Involuntary type of        Arbitrary type of
  memory                     memory
```
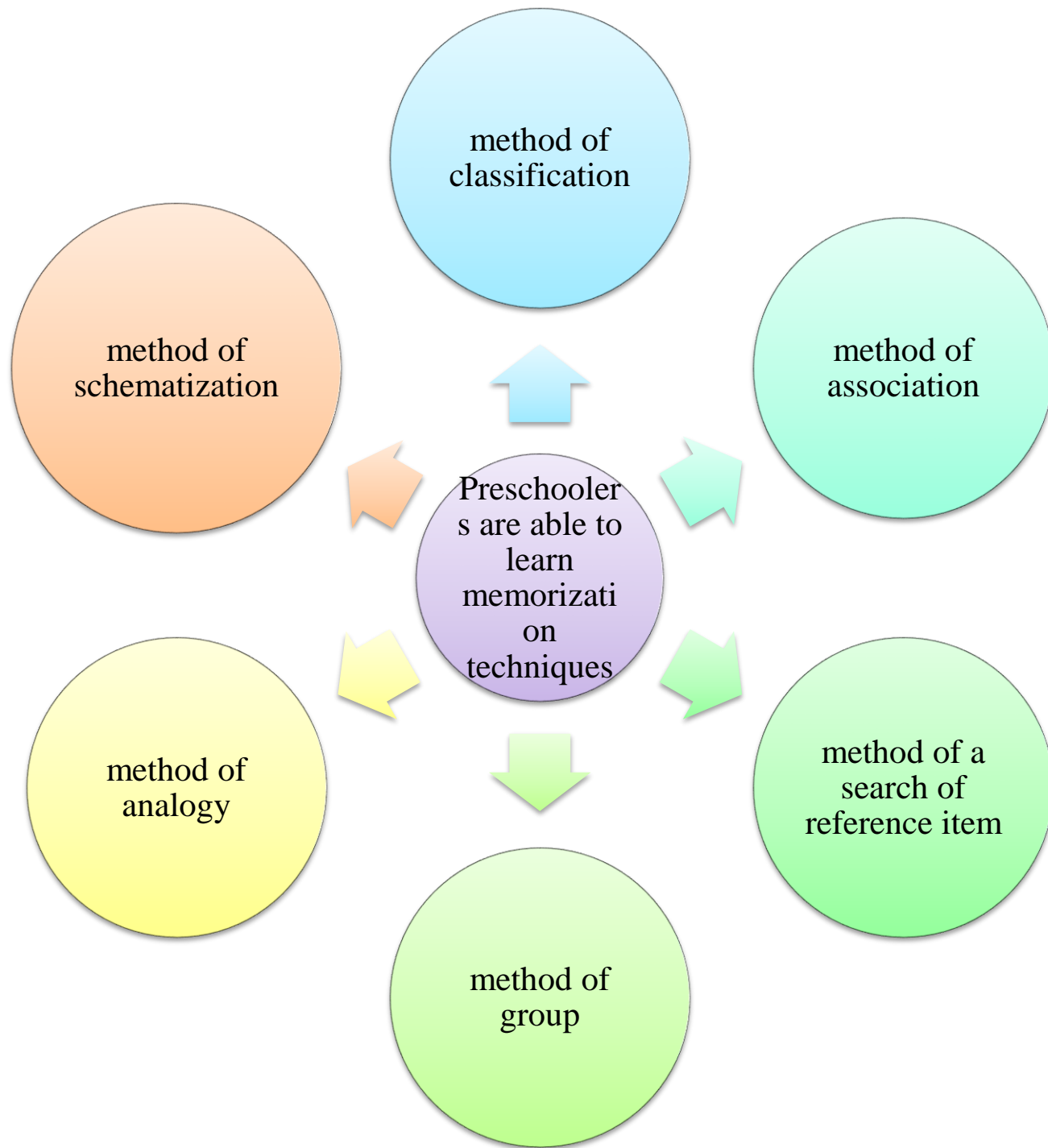
The didactic game (learning) is a game with rules, exercises, didactic equipment and materials.

The deliberate usage of didactic games in the process of preschoolers' arbitrary memory development consistently passes through three stages:

- didactic goal is teaching children to realize adult standing aim

the first stage

the second stage

- the aim is securing of understanding differences between reproduction and learning

- aimed at transfer from making mnemonic goal, set by adults to independent goal to remember

the third stage

The ascertaining stage

It was determined the level of preschoolers' arbitrary memory development on ascertaining stage of the study, using the following methods:

"Methodology of ten words", T. Martsinkovsky

Instruction: "I will say words, you should remember them, and then say"

"Methodology of ten objects", T. Martsinkovsky

Instruction: "I will show you pictures, you should remember objects, and then say what you see"
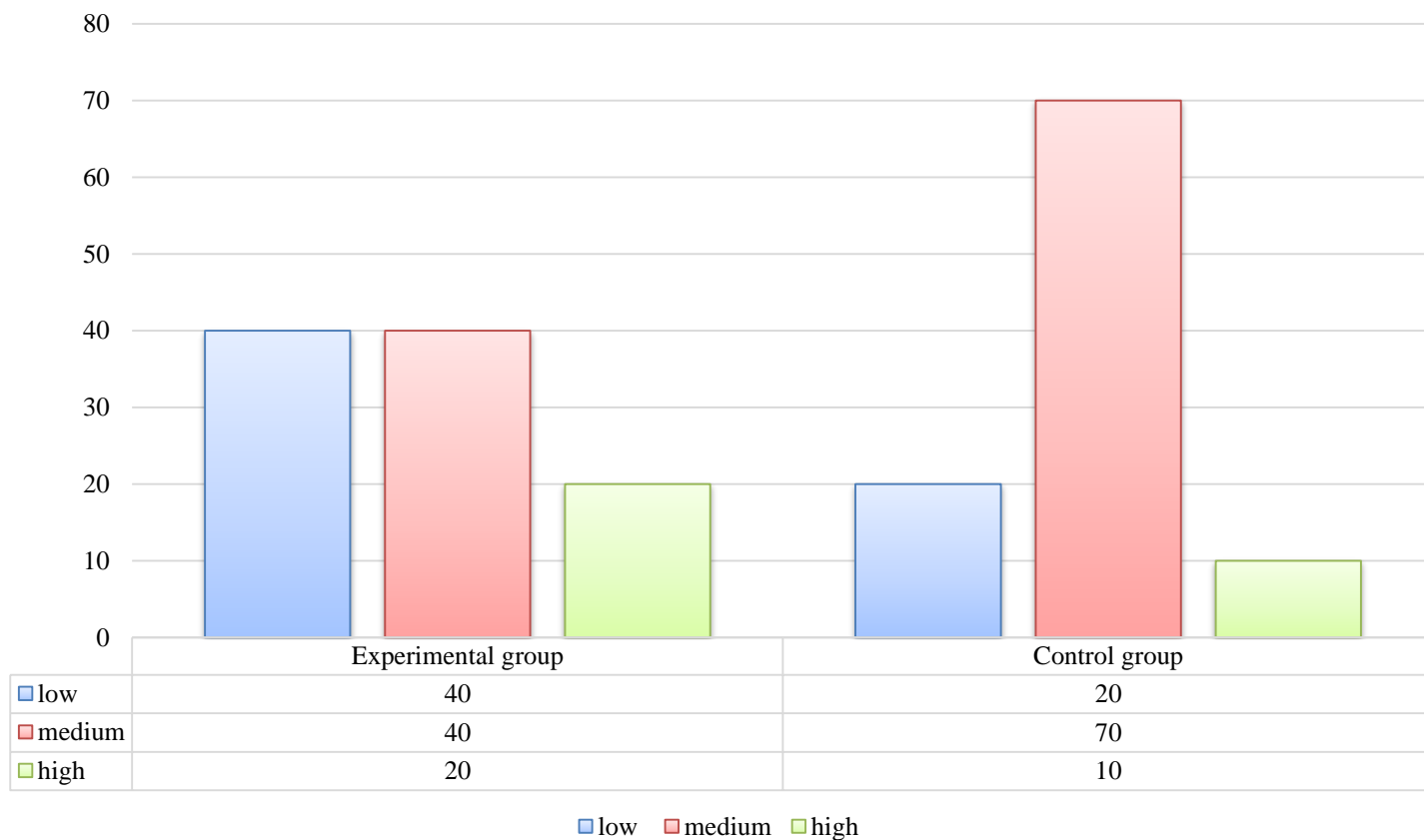
The ascertaining stage

	Experimental group	Control group
▫ low	40	20
▫ medium	40	70
▫ high	20	10

▫ low ▫ medium ▫ high

Table 1. Didactic games for preschoolers' arbitrary memory development

№	The name of didactic games	The aim of didactic games	The brief content of didactic games
1	Didactic game "Helpers"	Aim: development of arbitrary auditory memory	The teacher tells the children, what cards they will need to bring, they listen carefully and memorize and perform a game action
2	Didactic game "I take with me to camping"	Aim: development of arbitrary auditory memory	Children and teacher go on a long journey and prepare things. Children one by one tell, what they prepare. Next child remembers the previous sentence, says it, then tells the own one
3	Didactic game "Don't miss a word"	Aim: development of arbitrary auditory memory	Children listen to and memorize words from series, say what words were missed and reproduce the first series of words
4	Didactic game "The shop of carpets"	Aim: development of arbitrary auditory memory	A child should choose and buy a carpet, which his friend wants. A child remembers the instruction and does a game action
5	Didactic game "Little houses"	Aim: development of arbitrary visual memory	Houses and keys are spread out. Children need to remember the hole in each house and to find the key
6	Didactic game "Don't forget a picture"	Aim: development of arbitrary visual memory	Children find "number" (a set of geometric shapes) of a garage, the same as the number of a car, prove their similarity
7	Didactic game "Let's show our mothers"	Aim: development of arbitrary visual memory	Children prepare a broken vase. It is necessary to prepare the parts of a whole correctly
8	Didactic game "Code lock"	Aim: development of arbitrary visual memory	It is necessary for children to reproduce the code lock correctly. The door opens if the code lock is correct

The control stage

	experimaental group	control group
☐ low	10	10
☐ medium	30	70
☐ high	60	20

☐ low   ☐ medium   ☐ high
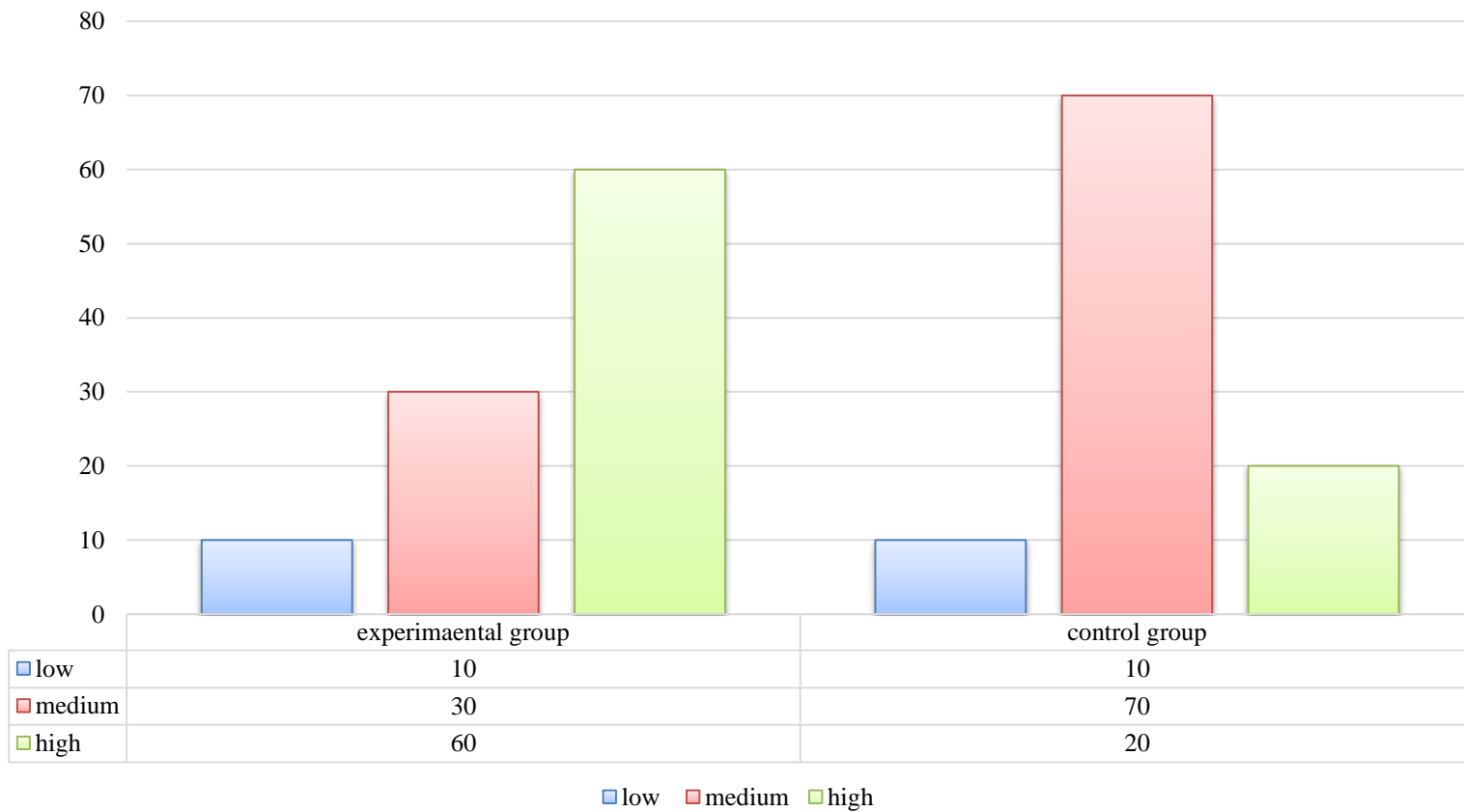
Results' comparison

	control group (1 stage)	control group (3 stage)	experimental group (1 stage)	experimental group (3 stage)
low	20	10	40	10
medium	70	70	40	30
high	10	20	20	60

- Thank You for Your attention!

Preschoolers' Arbitrary Memory Development by Didactic Games during English Learning Process

Speaker: Golubeva Maria