USING MIND MAPS IN FORMATION OF IMAGINATION AND CREATIVE THINKING SKILLS IN 5-6 YEAR-OLD CHILDREN

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Abstract: The article discusses the mental state of children aged 5-6 and their opportunities to develop "creative thinking" skills. Considering the beginning of the period of figurative thinking, understanding thinking in children of this age, it is indicated in them that it is expedient to use painting, music and artistic-creative games for the formation of imagination and "creative thinking" skills. For this purpose, the national dances of the Uzbek people can be used, such as "Andijan polka", "Khorezm lezgisi", reciting epics, listening to maqom, as well as interesting games such as "white poplar - blue poplar, found - ball ". Exercises that stimulate strong emotions and strengthen the imagination of children aged 5-6 years, such as “A trip to the zoo”, “A trip to the garden”, have a positive effect on the formation of "creative thinking" skills. As a result of these exercises, it was recommended to use an "Mind Map", which, according to its structure, resembles a chain structure of neurons that is formed when the brain analyzes data. It was also discussed the possibility of using the Mind Map to reach their peers in the field of speech by activating the sensory channels of children with speech defects.

Keywords: Imagination, creative thinking, formation, a mind map, to produce, culture, activity, pedagogy, skill, process, style, drawing, creative product, positive affect, fantasy, visual, figurative, feelings, developing, intuition, verbal, realize, picture, music, interest, emotion, ecology, animals, memory, remembering, keeping, restore, sensor channels, speech, multilingual, concentrating, communicativeness, colour, image, word, productive, cerebrum, “logical thinking”, communication, digital economy.

INTRODUCTION

In all spheres of human activity: whether it is production, culture and art, scientific or pedagogical activity, “creative activity” is highly valued and encouraged. Because it leads to an increase in the efficiency of any activity. Therefore, specialists who are engaged in «creative activity”, that is, they have the skills of "creative thinking", have always been highly valued. And now their “value” is growing even more. And the teaching of "creative thinking” is carried out in the educational process. Such teaching methods can be used in children from the age of five to the end of life when it is possible to form “creative thinking” [1].

5-6 year-old children are more prepared to develop ‘creative thinking’ skills. They can draw pictures, build houses, make cars, robots and other original things from Lego independently and they have abilities of fantasizing. L.S.A. Vigotsky says in the phrase- not the product of children's creativity, but the positive effect of this creative process on the child is more valuable.

According to D.B. Elcon’s psychological age conception 5-6 year-old children’s visual thinking is the beginning period of understanding thinking [2]. In them, an important role is played by figurative
thinking, and in its development are moving objects and the plot of the surrounding nature. These include "animals", "fruits" and "flowers".

Among the various games that 5-6 old children like, drawing is usually the most pleasant. Looking at the drawing, it is possible to conclude about the child’s attitude to the surrounding nature, his memory, imagination and thinking. The picture also shows the child’s spiritual experiences. Art and creative games, especially music, play a special role in their upbringing. Listening to music can be very enjoyable for children and may appear a great interest to music. In order to improve the memory of preschool children, it is necessary to do all exercises that demands all stages of memory such as remembering, keeping, and restoring. At the same time, children's memory develops in close connection with the thought process.

According to Marie Montessori (speech retardation), a child's mental development depends on his ability to use the sensory channels quickly and well. To do this, it is necessary to identify and develop their emotional cycles. The period of active development of speech and sensory channels is up to 6 years.

Psychological experiments have shown that knowing many languages has a positive effect on the development of children's "creative thinking" skills. Because people who know several foreign languages at the same time think in a specific world of these languages and they are spiritually ready to find various solutions to a creative problem. If this is done in different imaginative ways, the result will even better [3].

In teaching foreign languages, the use of role-playing and imaginative games gives good result. Since such games help to develop children’s imagination, consequently “creative thinking” abilities. For instance, a simple uzbek folk tale in which “animals” are involved can be used. Children playing roles of fox, wolf, rabbit and others imagine themselves as these animals. They wear suitable clothes, sound as they do. The decorations which are used in games impress children deeply. They never forget the names of heroes in Russian, English and Uzbek which they played.

MATERIALS AND METHODS

Listening to music, dancing, singing and playing musical instruments are activities related to the development of imagination and activation of the “right hemisphere” of the brain. The national dances of the Uzbek people, the “Andijan polka” and “the Khorezm Lezgi”, can do the job well. In addition to musical impressions, participation in these dances develops children's historical heritage, the fantasy of dancing, the variety of clothes and the spatial arrangement, as well as the skills of "creative thinking". This is due to the "mobility of the imagination" of children, in the words of LS Vygotsky. In addition, dancing has a strong emotional impact on children. Emotion is the activity of the "right hemisphere" of the brain. Among the games that evoke such strong emotions are lapar, utterances, and so on.

Art games also develop children's imagination. She makes clothes for the role she is supposed to play and imagines her actions. Playing the characters of fairy tales, or listening to fairy tales in an expressive way, also gives them a strong impression and imagination. Because during the storytelling, the child can add or change something to create buds of creativity. The same can be said about examples of folklore: storytelling, listening to maqom, and so on. National sports games: white poplar - blue poplar, found - ball and other games also develop children's imagination. Another aspect of them is the physical activation of children. Physical activity improves blood circulation in the body and therefore in the brain. The activation of a well-circulated brain is well known in physiology. Sports require children to balance. This is the activity of the right side of the brain. Playing sports in nature develops children's skills of harmony with nature. According to the psychological concept, children between the ages of 5 and 6 develop a sense of self-improvement. This can be seen as a sign that the first buds of ‘creative thinking’ are forming in them. In children of this age direct memory is well developed. The reason for this is they receive the information with emotional feelings. The fact that the impressions of youth are well preserved in memory is proof of this.

According to the discovery of the American neurophysiologist Sperry Roger that "the hemispheres of the brain are related to functional specialties", it is necessary to use methods of activating the right hemisphere of the brain for intuition, imagination and, consequently, "creative thinking"[4].

The human brain processes visual information sixty thousand times faster than verbal information. At the same time, they are well received in children's memory and stored for a long time.
Accordingly, in order to children receive the information easily it should be visualized. And this can be done with the help of a computer.

Experiments show that 98% of the 2,500 pictures a person sees in 10 seconds are stored in memory. After a year, this figure could drop to 63%. In human memory, visual information is stored on average 6-7 times better than verbal information [5].

If the above factors are used simultaneously, the result will be more effective. For this purpose, it is possible to organize a trip to the Shakhrisabz zoo. The trip can be done by getting acquainted with the animal world and teaching English, Russian. Children see live animals and will never forget them. Because information is received through all sensory channels and with great passion. During the trip, children are given information about the world around them, the ecology, and they get an idea about it. This type of exercise is also a kind of physical training. Children learn the names of animals in Uzbek, English and Russian [6].

1-picture. Mind map “on the classes of animals seen by children in the Shakhrisabz zoo”

The logical continuation of the lesson will continue in the kindergarten. To do these children are reminded of the names of the animals they see using pictures or videos taken as remembrances. For further consolidation of learning foreign languages, a “Mind map” can be used as a productive way. The human brain is more receptive to information in the form of an “intelligence map” that is close to an analytical scheme than to what is written in a list.

RESULT AND DISCUSSION

Mind map is not only shows the full image of the problem and keeping the information in productive and visual style but also stimulates the following learning processes:

**Thinking** – Making mind maps evolves “creative thinking” and express the process of thinking in an unusual way. It helps to be born and harmonization of new ideas.

**Concentrating** – Making mind maps requires that attention be focused on a specific topic in order to find the most optimal solution to the problem. This teaches to concentrate.

**Communicativeness** – Mind maps rather than looking at secondary issues, they helped identify key areas of the problem.
In making mind maps following factors should be taken into account to attract children’s attention and arousing their emotions:

**Colour** - multicolor arouses emotion in children and helps to improve their memory and the formation of "creative thinking" skills.

**Image** - helps to convert verbal information into visual information.

**Word** - Words that are written on the branches of the mind map must express a certain purpose or idea. Therefore, they should also attract attention and motivate thinking.

Using Mind maps to form “creative thinking” skills in 5-6 year-old children gives good results. The structure of the intelligent map is similar to the structure of the chain of neurons that are formed when the brain analyzes data. On account of Radiant thinking, the intelligence map makes thinking more creative and productive, resulting in the natural function of the brain, the efficient use of brain capabilities. It creates “complete thinking” by activating the left hemispheres of the brain, which are responsible for "logical thinking" and the right hemispheres, which are responsible for "creative thinking".

Mind maps can also be used as a means of stimulating the sensory channels in the upbringing of speech-impaired children. Another advantage of an intelligence map is that it teaches children how to use a computer. This is important for the future which is ruled by the "digital economy". We recommend the use of the “Fruits” mind map, which uses different colors effectively and helps to learn many languages (Uzbek, Russian, English), to develop “creative thinking” skills in children aged 5-6. This "mind map" was based on what the children saw on a trip to the garden.

![Mind Map "Fruits"

In order to assess the "creative thinking" skills of children 6 years old, it is possible to offer the following tasks:

- to think of a fairy tale;
- drawing a landscape;
- draw a picture of the house in which he wants to live in the future;
- draw a picture of his garden, which he will create in the future;
- drawing on the computer;
- to consider a festive event;
- find a game to consider;
- build cars, rockets, robots and other things from Lego;
- perform the task that he wants.

In order for the individual approach to the students in the process of further education to be justified, it is necessary to consider their intellectual possibilities. It is desirable to conduct according to Gardner's theory of "multi-intellect". This approach reduces the negative affect of “assessment” to “creative
thinking”. For this purpose, it would be better, if every child chooses the task independently. This choice also gives the opportunity of defining what kind of intellect child has.

**CONCLUSION**
- The hemispheres of children's brains (5-6 years old) are divided into specialties and have the first buds of imagination and "creative thinking".
- Their "imagination" can be developed in the educational process. It helps to develop their 'creative thinking' skills.
- The most effective ways to develop the imagination of children aged 5-6 are to play a variety of games, listen to music and fairy tales, use examples of folklore, play national sports and draw landscapes.
- The most effective ways to develop the imagination of children aged 5-6 are to play a variety of games, listen to music and fairy tales, use examples of folklore, play national sports and draw landscapes.
- A trip to the "Zoo" or "Fruit Garden", which can use a number of factors in the formation of "creative thinking", helps children to develop "creative thinking" skills and learn foreign languages.
- The study of the elements of mind maps, on the one hand, helps to develop the imagination, on the other hand, helps to get acquainted with the elements of computers and the "digital economy" and the formation of relevant skills.
- Intellect map is an effective way for children aged 5-6 to develop foreign languages: Russian, English and German and "creative thinking" skills.
- With the help of mind maps, it is possible to activate the sensory channels of children with "speech retardation” and achieve their full development.

**REFERENCES**