

HARMFUL INFLUENCE OF MODERN GADGETS ON CHILDREN

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No one denies the influence of modern gadgets on our life. However many modern devices have a reverse, negative side.

The aim of the article is to show the peculiarities of pupils' disorders caused by excessive use of modern gadgets. The purpose is to define the specific characteristics of pupil's problems in communication caused by intensive use of modern gadgets.

H. Smirnova considers that some modern toys have not only ceased to be a means of children's play, but also hinder development. Popular nowadays toys, that can talk, count, sing songs destroy the ability to play in children. They block the activity of the child, imposing the will on him. After all, they do not need to play with them, it's enough for a child to observe what they are doing. As a result, the child's play turns into simple manipulation. And the main abilities that the game form – imagination, freedom of action, emotional involvement in the activities, creative activity, ingenuity – do not develop at all.

Child psychologists in different countries even talk about the beginning of a new era, which was marked by the emergence of a new man who cannot play games.

Many modern children have serious violations in communication: a person ceases to be their main communication partner. The Gadget becomes this partner. Sometimes in kindergartens one can observe a picture: the child waits for his mother all day, looks out the window, and when she comes in, she rushes to her to get the phone out of the bag.

In the midst of all the abundance of modern gadgets, children have forgotten how to play. Moreover, modern toys are only one of the reasons for this pathology. At scientific conferences (for example, *The International Play Association*) that are actively collected in recent years around the world, these topics are often spoken about. No one denies the fact that children don't play like they did half a century ago. Their form of play is becoming more primitive. So, older preschoolers today play at the level of three-year-olds: they carry cars, feed dolls, endlessly dress and brush their hair. Meanwhile, at this age, in accordance with the norm, children must come up with a full story: say, understand where the car is traveling and why, who the driver is, and so on.

The results showed that 60 percent of children in older groups actually play at a primitive level. About 30 percent prefer not to play with each other, but to engage in constructors and puzzles. And only a few children (5% – 7%) played complex deployed games. But in the 1970s, almost 100 percent of kids were capable of challenging play. Among the activities of modern children, the share of all sorts of activities is growing – races on skateboards, scooters, interest in sports games, but this, according to experts' mind, does not replace a real storyline game.

The problem is that traditionally the ability to play passed down from generation to generation. Children today simply have nowhere to learn to play. They stay at home all day and are not allowed to walk in the yards.

H. Smirnova considers that the fact is that during the story game, when children themselves create an imaginary situation, act in roles, they form the main fundamental human abilities. First of all, it is intelligence, imagination, the ability to create their own images and interact with them, develops arbitrariness, planning, the ability to communicate. In the game, children in preschool age form the inner world, without which the full personality is impossible.

It is story-role-playing games in which the child is transformed into another character and according to the expert such games have the most powerful effect for mental development.

Thus, harmful influence of modern gadgets on our children leads to the decline of creative activity and defragmentation of consciousness as a result of violations of concentration of attention. Every year more and more children of the digital generation suffer from attention disorder, memory loss, low self-control, cognitive impairment, depression.

We still can save our children. For this purpose we must simply limit the time to use all sorts of gadgets.

References:

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