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**USE OF GAMES AND GAME FORMS OF ORGANIZATION OF  
LEARNING ACTIVITIES**

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**ABSTRACT**

*The article deals with the problems of using games and game forms of organizing educational activities. Play activity at the creative level is an introduction to the well-known and familiar play of new elements: an additional rule, a new external circumstance, another task with a creative component, or other conditions. The main requirement for the choice of a new element is the emergence after its introduction of a situation, the ways out of which in the classroom have not yet been studied. For example, after solving tasks presented in a playful form, students can be asked to depict graphically or in the form of a picture the conditions of the tasks themselves or the ways of solving them.*

**KEYWORDS:** *Games, Organization Of Educational Activity, Game Activity, Creativity.*

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