

Abstract

The study deals with "The Arabs games and Islamic opinion about them until the end of Al-Rashidi Age ". This topic is one of the significant topics nowadays due to the fact that it tackles an important aspect of the Arabs social life and which its impact on their entire life, since games had an educational root to the extent that culture through it, stretched out to generations and regenerated as a language, legend, and religion. Moreover, those games provided them with necessary skills, due to its presence in giving entertainment, which was their most immediate need.

Since academic studies have not tackled such a topic in detail, which are not enough.

The study passed through a series of hard troubles where the shortage in references takes the first place. The main reason behind that shortage in references is that writers and historians did not deal with the topic accurately as they did with political, military, and economic studies. What makes the study more complicated is that its subject matter is scattering in the papers of the books since it is limited to a specific series of references and hence, survey is required for different references.

The study falls into introduction, three chapters, and conclusion. The first chapter deals with games nations during the old period especially in Iraq, Egypt, Yemen. It also studies games in nations next to the previous like China, India, Persia, and Rome.

The second chapter is concerned with children games such as ground game AL-Enbutha , AL-Bethetha, AL-Dassa, AL-Bukerry, AL-Mufayala, and others from ground games, skillful games such as AL-Kthroof, AL-Mudhaa, and Mucklaa AL-waleed , speed games such as AL-Massa game. Azem AL-Zaa, swimming, strength game such as AL-Tadbeej game, wrestling, horsemanship games like riding horses, bow and arrow, puzzles games, hunting games and girls games. It shows Islamic opinion about each game.

The third chapter is devoted to talk about adults games like horsemanship games as a form of horse racing, bow and arrow, playing by javelin, playing by sword, strength and speed game like running, racing camels, AL-Kuraj game, wrestling, gamble games, and mortgage like fourteen game, AL-Qadah game, gambling, backgammon, chess, hunting, shooting, and women games. Also, it displays Islamic opinion about each game.

The study depends on a number of references such as Holy Qura'n, Hadith books, autobiographical books, translation and classes books, history books, lexicon, poetry, literature,etc.

The conclusion sums up the finding of the study such as :

- Ancient nations preceded Arabs concerning games for a long period of time because the latter was under the central government which was responsible for those games.
- Arabs environment and their social life had its great impact upon their games in terms of name, performance, and tools.
- Almost most of children games of girls and boys were common.

- Arabs did not pay attention to their games in light of championship or carnivals, or even places specialized for games because of their separation.
- Women games are few because they were forbidden by social traditions.
- Their games were free of violence, brutality, blood shedding which were the characteristics of games of other nations especially Rome 0

The Researcher