

The Importance of Using Various Didactic Games During the Lesson For Primary School Students

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Abstract: In this article, information is given about methods of using didactic materials, interest in the lesson, efficiency of the lesson and enthusiasm for the lesson and increasing them in the process of development of primary school students.

Key words: didactic games, mental ability and development, ability, practical activity, motivation.

What are didactic games? Let's first find an answer to the question. A didactic game is a didactic process that arouses the interest of elementary school students and is aimed at identifying and developing the individual abilities of each student. Didactic games provide an opportunity to develop the abilities of young students and educate them by increasing cognitive activity. The most important aspect of didactic games is that it is not determined by the reaction of children, but by the effectiveness of solving this problem for each student and teacher.

The effectiveness of didactic games is that, first of all, they focus on the use of a systematic approach, and secondly, on the goal orientation of the game program together with didactic exercises.

For example, in order to develop the activity of the cognitive process of our students, we believe that the main issue is the development of independent thinking of students and the ability to think independently.

Children of junior school age enjoy playing didactic games and get pleasure and energy from them. They have such types of activities as game problems and game motifs. We can see this in the example of the following didactic games.

Pupils play the didactic game "We are tourists". Its meaning and significance is that it is aimed at teaching children to show the route of a group of tourists on a map. every student who marks it correctly will receive a tourist symbol. The goal of our students is to play the tourist game. The objective of the game is to choose the correct route to get the tourist symbol. With the help of such games, the form of children's activity is determined by adults and the rules of the game are presented to children. The rules of the game "We are tourists" are as follows: "Listen carefully to the teacher telling the route and put it on your card." after it is shown on the card by the children, compare it with the sample. After playing this game with children, we can observe that a shift towards knowledge can be observed in the game and in the subsequent game motifs. For example: after the game "We are tourists", students start asking their teachers or adults with many questions. they start looking for information from books, you see that the problem presented in the form of a game turns

into an educational problem and develops the students' cognitive processes. Children are not limited to these, but they acquire concepts related to game activities, collect and systematize the acquired knowledge, and children of junior school age adapt their activities to education.

After kindergarten education, the first periods of school play an important role in children's lives. Therefore, the period of primary education is the most responsible period of the educational process. At this time, along with children's literacy, their worldview is formed, and their thinking skills develop.

The use of various games is of great importance in the development of children's educational activities. Children strengthen their knowledge through the game and learn it deeply. That is why the role and importance of using didactic games in educational processes is very great. Let's look at one more didactic game below. The name of this game is called "Word Formation".

This game is played during literacy training for primary school students. Completing these games allows students to fully understand the importance of sound in word formation. As students participate in this game, they are very interested in the formation of words in different ways. They enjoy creating new words themselves. The word formation game is performed on the basis of content literacy training. The word formation game is created by adding different sounds and syllables to the word. In the process of playing this game, by adding new words to the word, they create new words and keep these words in their memory.

"Mystery cells" game

The teacher shows the students the exhibition and tells them that they should read the words correctly by placing the necessary words. These exhibitions are also available in the Alphabet book and are on the pages of the book Pictures of things and objects related to the studied sounds and letters are given, and the children check them, that is, empty cells based on the things shown in the picture and that the number of cells is equal to the number of the name of the thing shown in the picture, and then fill them empty. They place letters in the boxes. The fact that the number of boxes is equal to the number of letters helps students to complete the game correctly.

The games include the demonstration of education, the teacher's speech, and children's actions, and as a result, unity is born in children's perception (sight, hearing, and skin sensitivity signs). Various didactic games affect children's emotions and increase their interest in learning and learning. The whole class or half of the class participates in each game. Experiments show that didactic games greatly help to educate in a harmonious and disciplined manner.

"Bilagan chiefs" game

In this game, as usual, students are divided into two groups, and each group is assigned a leader. The leader of the group is taken out to the class desk. Sardar must be a well-disciplined student who should be able to be an example to his classmates in every way. The leader of each group writes the following words given by the teacher on the classroom blackboard in the form of a column. Words such as big, perfect, grateful, break, saw, tiny, two, smile, tennes are written in superlative form. It is observed in what order the leader of each group wrote the words. They are required to write the words correctly. If there are few mistakes and no mistakes in the words written by the leader of the group, that group is considered the winner. One point is deducted for each group's mistakes. If the total score is ten points, let's say that the first group gets eight out of ten words correctly, and if the remaining two are wrong, then this group got it. The score is eight points. The captains of each

determined who the leader of the group made the fewest mistakes, and at the end, the winning group is encouraged.

The future of our independent Uzbekistan depends to a large extent on the young generation with full and mature potential, and on the teachers and parents who are educating and educating this young generation. I think that if we study the content and methods of formation of cognitive activities and its development in the Republic of Uzbekistan, relying on scientific pedagogical foundations, we will definitely achieve the desired results.

Abdulla Avloni did not say without reason that "if pedagogy wants to educate in all aspects, then it is necessary to study a person from all sides." Therefore, in this period, first of all, it is necessary to pay attention to the interesting and effective organization of the educational process and its development. Let's get acquainted with one more didactic game here.

"Find the necessary letter" game.

In this game, children will have to write the omitted letters correctly. For example, in the form below, the students will hang a display paper on the board, and one person in each group should come out and write it correctly and sit down quickly, only when the first participant comes to his place the next participant should go to the board and continue the turn.

Da...tar(a,o,s,f,k) -daftar ,

Ma...don (o,y,sh,q,r)-maydon,

Qu...on(o,m,y,a,n)-quyon,

By playing such didactic games, it greatly helps children to increase their interest in reading and teaching, and to strengthen their memory and retain the knowledge they have acquired for a long time.

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