THE ROLE OF DIDACTIC GAMES IN THE DEVELOPMENT OF STUDENTS' COGNITIVE ABILITIES

Tukhtayeva Munira Omonovna
Bukhara State University 1st Year Basic Doctoral Student
E-mail:muniraomonovna@gmail.com

Abstract

The article includes various studies on the role of didactic games in the development of cognitive abilities. These games, in addition to learning and explaining certain topics, give students the opportunity to test themselves, solve problems, actively participate in the educational process and especially develop creativity.

Keywords: cognitive ability, didactic games, creativity, motivation, identification, animated games, critical thinking, deduction, integration, simulations, improvisation.

Introduction

It is known that knowing the world and reality, perceiving it is not a simple phenomenon. In some cases, knowledge is directly connected with actions of understanding. But it is known that animals also have the ability to partially understand, analyze and generalize. Therefore, when talking about cognitive activity, it is necessary to take into account not only the phenomenon of "cogitation", i.e., "mind, thinking", but also the person of cogitatorium - thinking activity and all kinds of nomental phenomena related to this activity.

The importance of cognitive abilities. In the development of cognitive abilities, didactic games provide students with the following benefits:

1. Getting information clear and understandable: Games give students skills and help them understand information. It develops students' comprehension skills.
2. Problem Solving: Games show students easy ways to experience problems and solve them. This develops their understanding of problem analysis and solving.
3. Act with confidence: Games give students the opportunity to challenge themselves and take on new tasks. This increases their self-confidence and business ability in solving problems.
4. Development of skills: Games give students the opportunity to acquire new skills, find new approaches and develop creativity in solving problems. This will develop their cognitive abilities.

In addition, didactic games motivate students, make educational processes interesting, and increase the effectiveness of the practical part of training. Didactic games play an important role in the development of cognitive skills through practical training, and help students to understand and learn more easily and effectively.

Cognitive development is an important topic, and there are several useful ways to address the issues:

Critical thinking is, among other qualities, a problem-solving practice. Along with problem solving, puzzle solving, and similar activities, critical thinking also includes an element of

skepticism. This is especially important in the 21st century, as it is now more difficult than ever to verify accurate information (largely because of the Internet). .Critical thinking enables students to determine the truth in statements, especially when separating facts from opinions.Through critical thinking, students do more than understand a set of facts or figures. Instead, they learn to find facts and figures on their own.

By asking questions, students engage in the world around them. They can then help spread their knowledge among their peers and help others think critically as well. Having students share what they have learned with others may be the most important aspect of developing critical thinking skills.

By spending time online or simply asking "Why?" Do they learn to think critically by asking the question? in everyday life, this skill prepares students for an independent and purposeful life.

It works best when students use it independently. But when students combine this with the next skill, there's no limit to what they can achieve.

Creativity is the discipline of unconventional thinking.

Although creativity is frequently considered as a "have-it-or-not" trait, students can develop creative skills by solving problems, developing systems, or simply trying new things. This does not imply that every student becomes an artist or writer. Instead, it means they may approach a subject from various angles, even those that others do not. Creativity enables pupils to find their inherent strengths, as well as plan comprehensively and organize perfectly. Students learn how to express their creative potential in a healthy and efficient manner. Most importantly, students are encouraged to express their creativity to others. Creativity, like critical thinking, is contagious.

Collaboration is the act of working together to accomplish a common goal. Collaboration is vital because, whether students realize it or not, they will have to collaborate with other people their entire careers.

Almost every profession, even something as easy as making dinner, necessitates collaboration with another person. Cooperation and teamwork skills assist pupils comprehend how to solve problems, provide ideas, and determine the best course of action.

It is beneficial for children to understand that not everyone has the same ideas as them. In fact, as students experience collaboration more, they discover that others' ideas are nearly non-existent.

This can effect students in two ways. First, it can be depressing for them because no one frequently agrees with them. Second, it might boost their confidence since they recognize that they bring something unique to each conversation.

As a teacher, it is critical to inspire pupils to see themselves through a different perspective. This teaches pupils to speak out when they have an idea. Even if their ideas are not the greatest way to solve a problem, speaking up and sharing them allows them to work with others. Communication is the practice of conveying ideas rapidly and clearly.

In today's society, communication is frequently overlooked. After all, if you say something, you must mean it, right?

However, in an age of text-based communications such as texting, emailing, and social networking, students must learn to convey their ideas in a way that others can understand.

This is because text messages lack tone, which is necessary for comprehending the meaning of someone's remarks. Even in settings where vocal tone is present, students must master effective communication skills. This includes eliminating uncertainty, presenting the subject directly, and gauging other participants' interest.

Reading to an audience, even if it is simply two people, allows pupils to choose whether to continue or end an idea. Their audience could even be their family at Thanksgiving dinner.

The argument is that when students practice talking, they improve their ability to communicate a concept effectively while maintaining their point of view and audience. Students who understand the skill of successful communication will be able to rationalize their thoughts while also making a positive impression on others. However, it is vital to remember that communication alone is insufficient to assist students in developing 21st century abilities. To attain true success, students must employ all four skills simultaneously.

The value of cognitive growth and problem solving might be discussed. Cognitive capacity refers to a person's overall reasoning abilities, which are dependent on their knowledge, comprehension, and understanding. Cognitive development encompasses people's understanding, memory, reasoning, foreign and other gained knowledge, and problem solving.

The role of didactic games. Didactic games are vital for the development of cognitive capacities. These games assist in the acquisition of information for a certain objective or purposes. Practical information, such as animated games, can be utilized to teach pupils about mathematical practices. Such games allow for the easy and effective learning and explanation of knowledge. The game "Balloons" is an example of information because it demands action to answer numbers and math problems. Such games are extremely important in the development of cognitive and reading abilities.

Cognitive capacity refers to a person's general ability to comprehend and share ideas, make decisions, and solve issues. It encompasses psychology, neuropsychology, education, and other subjects.

Visual and reasoning skills are required for cognitive growth, which is generally accomplished through direct or repetitive learning. It necessitates the development of other vital talents, such as problem solving, creative solutions, theory, etc.

It is recommended that people become accustomed with novel settings, problem solving, and repetitive learning while developing their cognitive talents. This method makes it easier for people to comprehend themselves, think critically, and solve difficulties.

Didactic games play an important role in developing cognitive capacities when learning English. These games are more than just fun; they provide a structured, dynamic atmosphere in which students may actively participate, think critically, and develop their language skills. Let us take a closer look at their impacts.

Didactic games are extremely beneficial in developing cognitive capacities when learning English. These games provide more than simply pleasure; they create a structured, exciting environment in which students may actively participate, think critically, and develop their language skills. Let's look deeper at their consequences.

Advantages of didactic games for learning English: * Improved memory and recall: Flashcards and games like Memory Match assist learners correlate words with their definitions, resulting in better memory retention.

* Vocabulary development: Word searches and crosswords stimulate active engagement, making learning new words exciting and effective.

Grammar Practice: Students learn grammar rules by playing fun and interactive games like Sentence Scramble, which requires them to replace words to produce clear phrases.

* Critical Thinking and Problem Solving: Role plays, simulations, and room escape exercises require students to use their English language skills to think critically, assess problems, and discover solutions.

* Cooperation and Communication: Teamwork fosters cooperation and communication skills by requiring students to plan and communicate in English while working together to achieve a common goal.

* Charades: Students act out words or sentences silently in order to improve language recall and nonverbal communication.

* forbidden words (taboo): To improve vocabulary and foster creative thinking, students describe the concept without using any forbidden terms.

* Story Chain: By including turn-by-turn phrases in a story, students improve their originality, fluency, and listening abilities.

* Twenty Questions: Students guess a word by answering yes/no questions to strengthen their critical thinking and reasoning abilities.

* Risk: A quiz-style game in which students answer numerous categories of questions to assess their knowledge of grammar, vocabulary, and cultural terms.
Additional items to consider:

* Select age-appropriate games; the level of complexity and difficulty should correspond to children's language and cognitive capacities.

* Vary the types of games: Include a variety of games to accommodate different learning styles and keep students interested.

* Connect games to the curriculum: Incorporate games into existing lesson themes to reinforce learning objectives.

* Encourage reflection: Following the activities, ask participants to reflect on the language skills they utilized and the learning objectives they met.

Teachers can create a dynamic and engaging learning environment that promotes cognitive development, language acquisition, and English learning by introducing didactic games into English courses. Critical thinking and didactic games improve English together, resulting in a powerful combination for successful learning. Let us look at their advantages:

Advantages of didactic games.

* Enthusiasm and engagement: Games boost student involvement by making learning enjoyable. This active participation has resulted in improved language abilities and information retention.

* Meaningful Context: Games create a realistic atmosphere in which students may practice their language abilities and understand why they are learning English.

* Low-pressure atmosphere: In a safe environment provided by games, learners can acquire language, take risks, and learn from their mistakes without fear of being evaluated.
* Adaptability and variety: A wide range of didactic games cater to diverse learning styles and methodologies, ensuring inclusiveness and activating the classroom.
Advantages of critical thinking when learning English:
* Deeper understanding: Critical thinking promotes deeper understanding of language and its complexities by allowing students to analyze material, uncover biases, and build their own perspectives.
* Problem-solving abilities: assessing issues and considering many points of view.
* Independent learning: Critical thinking encourages students to question, examine, and make conclusions independently.
Effective Communication: When students learn to articulate themselves clearly, logically, and confidently, they become better communicators.
A mix of critical thinking and educational games:
Critical thinking and didactic games work well together to produce a productive learning environment. Students can engage in critical thinking activities while playing games, and critical thinking improves the effectiveness of games by encouraging deep learning and introspection.
* Debate Games: By researching and discussing opposing opinions on a given issue, students learn to think critically and communicate persuasively.
* Mystery Games: By using clues and information to solve mysteries, students strengthen their analytical and problem-solving skills.
* Decision-making games: To help students improve critical thinking and decision-making skills, they are presented with simulated scenarios and challenged to make decisions based on incomplete information.
* Creative writing games: Students utilize their linguistic abilities and imagination to create stories, poems, or games. It promotes critical thinking and creativity.
There are numerous benefits to introducing critical thinking didactic games into English language instruction. It fosters an enjoyable, successful, and engaging learning environment that prepares students for challenges and interactions in the outside world. Together, these help students become confident, analytical, and proficient English speakers.
Creativity is crucial for cognitive development, particularly in the context of English language learning. It encompasses not just artistic expression, but also the ability to think creatively, produce ideas, and solve issues. Let us look at how promoting creativity might help English language learners develop their cognitive skills.

Advantages of Being Unique When Learning English:
Improved problem solving: Creative learners are encouraged to approach problems from several angles, evaluate multiple solutions, and utilize critical thinking to overcome challenges.
Improved communication skills: In a casual setting, students can freely express themselves, develop their vocabulary, and experiment with new words via creative activities like role acting, storytelling, and writing.

Increased motivation and engagement: Creative activities are naturally intriguing and stimulating, thus they boost motivation and engagement in the learning process.

a) Deeper awareness: Creative exercises encourage students to actively assimilate and manage knowledge, resulting in a better awareness of cultural nuances and linguistic principles.

b) Cognitive flexibility: Learning through creative tasks allows students to become more adaptable, critical thinkers, and innovative problem solvers.

Ways to inspire creativity while learning English:

c) Open-ended activities: Encourage open-ended exercises like improvisation, creative writing issues, and brainstorming sessions that allow for various interpretations and solutions.

d) Integrating Arts and Technology: Use a variety of arts, such as music, visual arts, and digital media, to foster creative expression and participation in language acquisition.

e) Promote collaboration: Create group projects in which students can share ideas, be inspired by each other's creativity, and learn from one another.

f) Problem-Based Learning: Instructing students to examine, evaluate, and resolve real-world problems.

Encourage risk-taking by creating a safe and engaging environment in which students can experiment with language and express themselves freely.

Examples of creative English language learning activities:

Create comics: Students can use comics to illustrate vocabulary words, grammar rules, or short stories.

Songwriting and music videos: Students can utilize English language to produce songs or make music videos that reflect their thoughts and emotions.

Create Board Games: Students can use English grammar and vocabulary to make learning more enjoyable and intriguing.

Drama and role play exercises help students improve creativity and fluency by allowing them to experiment with numerous roles and scenarios.

Digital Stories: Students can use digital technology to create multimedia stories containing text, images, audio, and video.

Teachers may help children develop as confident communicators, creative thinkers, and lifelong learners by infusing creativity into the English curriculum. Teachers can improve their education, communication, and cooperative learning environments to encourage deeper English growth, as well as contribute their own recommendations to English instruction.

Conclusion

In short, incorporating didactic games that encourage critical thinking into English language instruction offers numerous benefits. This results in a pleasant, productive, and pleasurable learning environment that prepares students for real-world interactions and problems. This combination enables pupils to develop their confidence, critical thinking skills, and English language proficiency.

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