

ART TEACHING IN PRIMARY CLASS

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Abstract

This article is based on a review of artistic teaching mechanisms based on the didactic game approach using the example of one subject.

Keywords: Didactic game, mechanism, play, critical thinking, positive thinking, improvement.

Introduction

One of the important directions in modern education is the improvement of the mechanisms of artistic reading to primary grade students through didactic games. Below you will find the main points, mechanisms and ways of improvement on this topic.

We would not be exaggerating if we consider artistic education in primary grade as the main factor that can contribute to the development of aesthetic taste, visual thinking, speech culture and creativity in children. Didactic games, on the other hand, make this process fun, effective and at the same time serve to show children's concentration, alertness and talents. Well, let's take a deeper look at the word didactics at this point! This includes the learning process; It means organizing the strengthening of knowledge, skills and competencies in students in an interesting and active way. Now we are talking about artistic learning through didactic play through this article; We will look for ways to improve the winter mechanism.

What do we mean by fiction reading mechanism?

It is the reader's literary text.

1. Read.
2. Understanding the content.
3. Work on the text
4. Awareness through emotions.
5. It refers to processes such as drawing conclusions. We can consider the explanation of the mechanisms of artistic reading to primary grade students on the basis of the approach of didactic games on the example of the fairy tale "The Fugitive Wheat" by Muaazzam Ibragimova in the 2nd 1 grade reading literacy book. First of all, the topic is covered by the teacher, and then the reader is divided into two groups: a group of students and groups of speakers. One group of students read the fairy tale expressively, correctly, fluently, while the other group narrates the read work with emotion and speech fluency. In order to make the topic more understandable, it is recommended to write on postcards the main characters and objects of the fairy tale in the "Strengthening Lesson". And readers can combine the bugs on the cards to form

fairy tale characters. Or one of the more important didactic parts is that it is advisable to assist these children even on the experiment. Planting wheat grains in disposable plastic containers can also help children further strengthen their knowledge in the classroom.

How can these mechanisms be improved through didactic games?

Text Comprehension Games:

"Who gets the fastest answer to the question?" – questions are asked based on the text read, students compete in teams.

"Real or Fabric?" is about cases taken from the text, in which readers distinguish between reality and texture.

b) Vocabulary enrichment games:

"Find and write!" – unfamiliar words found in the text are given, their meanings and synonyms are found.

"Make a story out of a word" – making a small story using words from the text.

c) Analysis Games:

"Find the hero!" – the name of the hero is found based on the characters from the read text.

"Which quote belongs to whom?" – identifying the characters based on the quotes in the work.

d) Developing expressive reading and feeling:

"Most expressive reader" – an assessment of who read a poem or piece with the greatest emotion.

"Role-playing" – deep understanding of the events of the work through acting.²

Advantages of didactic games:

Learners are actively involved.

The understanding of the text deepens.

Critical and creative thinking develops.

Teamwork skills are formed.

In conclusion, we can say that improving the mechanisms of artistic reading through didactic games is not only theoretical knowledge of the teacher, but also an active pedagogical tool aimed at making the reader interested in the literary text, directing the reader to understand the layers of meaning in it.

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² G.. Aminova on the role of role-playing games in the development of preschoolers