

FORMATION OF MODERN SKILLS BY ORGANIZING A ROLE-PLAYING GAME IN READING LITERACY CLASSES

Ataeva Bakhrinisa Abduvakhidovna

Sirdarya Regional Pedagogical Center, Head of the Department of Preschool, Primary and Special Education Methods, v.v.b. +998972456806

Abstract

This article focuses on ways to engage students in collaboration, communication, critical and creative thinking through the use of role-playing in literacy instruction.

Keywords: elementary school, reading skills, role play, 4K model - critical, creative thinking, collaboration and communication.

Introduction

The concept for the development of the public education system until 2030 defines the task of improving teaching methodology. The child's main activity is work and certain parts of the learning activity during play time, and adults whose work is considered the main activity also carry out the learning activity at their own discretion. Given this, the main occupation of primary school students is reading, however, their age and individual psychological characteristics do not allow them to completely separate children from the game. Therefore, teaching the material taught in elementary school lessons using game tools will make students' activities more effective.

Role-playing games are dramas or "role-playing games" in which participants act as if the roles were intended for them and "act as if they were real."

Role-playing games – in primary school classes, texts are used to educate characters in the form of role-playing games or role-playing lessons.

For example, on the topic of "Babur's Teacher" in the 2nd grade, students are invited to stage and demonstrate a role play.



Role-playing is an interactive method that allows students to develop their psychological skills, communication and get out of problematic situations. The students are offered a problem situation for discussion. They present the solution to this problem by role-playing and recreating “real life” situations. The method gives students the opportunity to try out new types of activities that can be used in practical work.

Simulation game (exercise) is a practical method aimed at developing students' economic, psychological, production, entrepreneurship and savings skills. In this case, the students, divided into small groups, work on something (topic) using available materials and learn to make the right decision in emergency situations.

Dolls, toys, pictures and handouts as well as various geometric shapes can also be used to create role-playing games.

Before each role-playing game begins, the teacher explains to the students the rules, content and process of the game. The students understand it and act accordingly.

Role-playing games involve physical exercises to overcome different challenges and demonstrate different qualities and skills. Contests that children enjoy include role-playing games. When using role-playing games, special attention should be paid not to the speed of execution of the elements, but also to the quality of execution.

To date, national role-playing games are the most effective means of education, an important tool for the physical development of the young generation and the successful implementation of their intellectual, moral and demanding education. In the game, primary school students carry out independent activities to acquire new knowledge and concepts.

Oriental thinkers and educators attached great importance to the place of children's play activities in the educational process. Abu Ali ibn Sina, for example, emphasized that play plays an important role in children's education.

Educators emphasize that play is more important than just a means of education, especially because it clearly shows the child's life and interests. It is said that a child has a strong desire for play and that this desire can be satisfied through play.

Mahmudov Sattar talks about the importance of national games in his book “Uzbek Udumlari” and expresses the following thoughts: “In fact, games have made an incomparable contribution to the physical, mental and spiritual development of all our generations, our ancestors and our ancestors.” and will continue to be so.

Because for the young generation, the game will always be an attitude to life, a factor in life, a benchmark. The content of the game is becoming richer and the forms are increasing. Progress requires this. Because the child of today is the creative creator of tomorrow. Play is creativity, play is life.

On this basis, by organizing role-playing games based on the stories, fairy tales, tales and parables taught in literacy courses, students have the opportunity to develop their communication skills, develop teamwork skills and develop their oral speech during lessons creative and critical thinking and demonstrating their talents and skills.

In conclusion, the role-playing game allows the student to learn new words, fully understand the topic and demonstrate its educational significance in the course of his activities.



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