

# COMPONENTS OF EDUCATED GAMES PEDAGOGICAL TECHNOLOGY

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## Abstract

This article is devoted to the coverage and significance of the educational games in the composition of the individual pedagogical technologies. The article in the article "Integration of educational process to the educational process in the educational process is to increase the interest of students, ensures the effectiveness of knowledge and serve to develop creative skills.

**Keywords:** Educational games, personality-oriented education, teaching process, activity, motivation, creative abilities.

## Introduction

Ensuring the development and prospects of the Republic of Uzbekistan is related to the implementation of high change in the field of education. This, in turn, requires the formation of life-skills in educating students, the formation of high culture, spiritual maturity and the broadest worldview.

Currently, the President of the Republic of Uzbekistan on the development of the school education system is on further improving the quality of education on the acceleration of the implementation of pedagogical technology in the educational process. For the implementation of these tasks, the pedagogical staff of the education system is required to organize the subjects of subjects based on the principles of modern pedagogical technology, taking into account the possibility of student.

The use of various different techniques in the educational process by the teacher will serve to further grow the abilities of students. In particular:

- problem research;
- Conducting small research;
- debate;
- Discussion;
- Intrideist interview;
- Work in small groups and b.

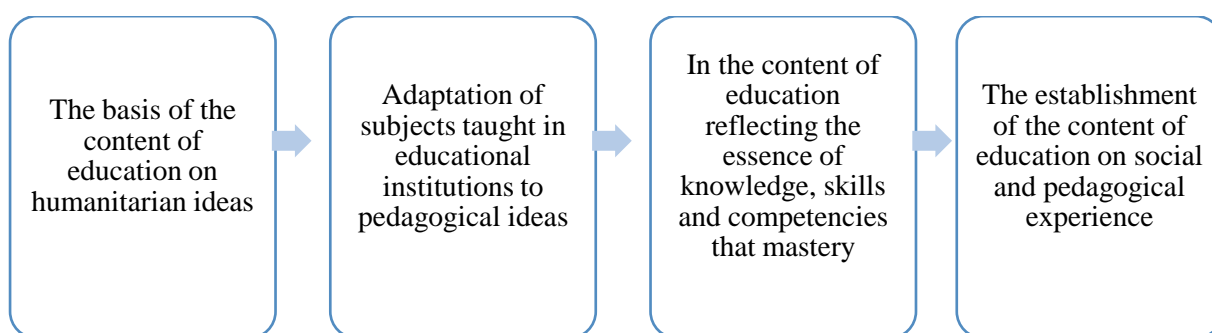
In the use of individual-oriented educational technologies, teachers need to pay special attention to ensuring that students are having access to creative approaches, which can be fundamentally, citing knowledge, skills, skills and base compensations. By teaching by teachers: effective, methodological use of various forms, methods, and technologies; to allow students to independently choose students in the performance of teaching assignments;

Ensuring the reader in pairs, small group and team; Focusing on designing of training is not only improving the quality of education, but also increase the efficiency of the learning process. Pedagogical technology has a number of grounds. The most important of these are social, philosophical, methodological, didactic, pedagogical, psychological, physiological, economic, historical, practical, practical, practical and other grounds.

Therefore, the socialization socialization process is a person of mutual cooperation activities, which ensures that the child's identity factor will rise to a higher level. Therefore, "the principle of honor and financial capabilities of the student, the implementation of its spiritual opportunities, is being recognized as an important aspect of the social experience."

It is important to comment on the existing models of the concept of education here. The main focus will also focus on the model of educational content that will determine the development of pedagogical sciences, determining the development of pedagogical sciences, which determining a priority, as well as the social approach. The following are the process and structure of the formation of this model.

(See Figure 1.1.).



**Picture 1.1. The structural structure of the educational content**

The basic principles of its educational disciples will consider the personal and young characteristics of his students when the personal reference process is spoken directly in the educational process.

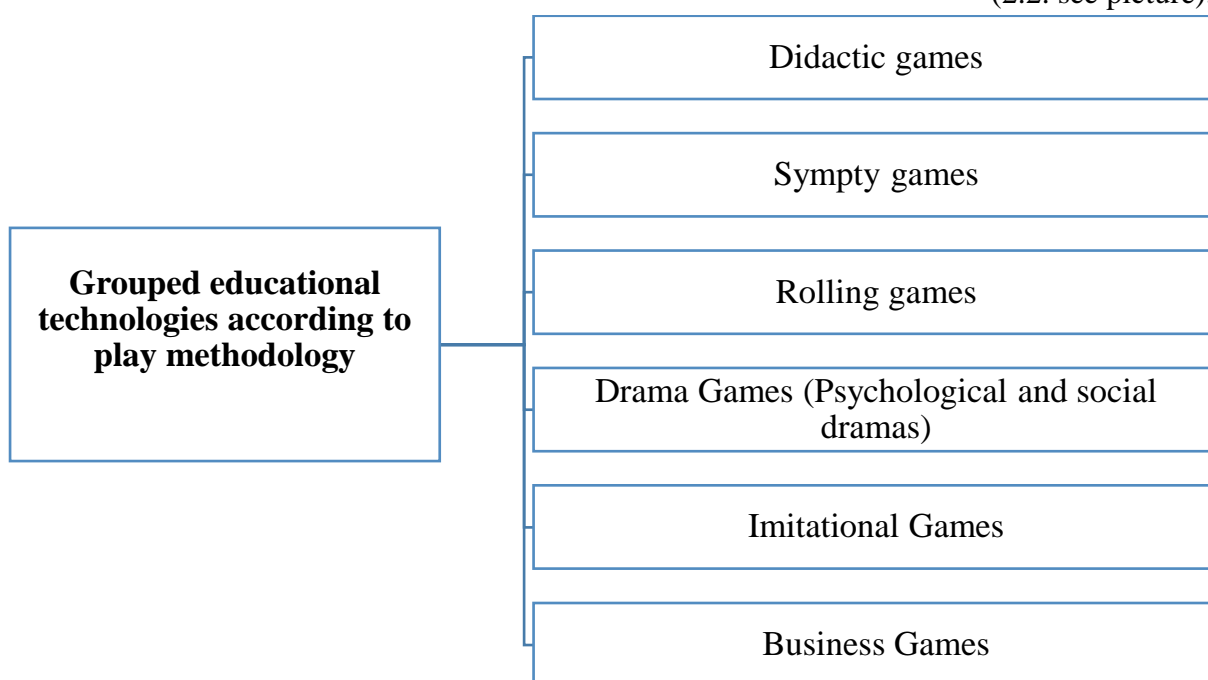
It is necessary for a specific educational purpose of the matches. That is the most important importance of the game. The educational games serve the function of teaching and are conducted in an interesting, fun, understandable level.

They prefer the goal of winning the game. Therefore, they try to do every game condition with their heart. Taking the educational process, organizing the games will also be allowed to walk in the world of games to the child. By the game is organized at the goal of the game, they are interested in performing didactic assignments. Only if educational match assignments are gradually increasing and complicated, the reader accepts it in the form of a game. Educational games affect the child's feelings and contains a focus on positive attitude and interests.

The game can be used in different Bscabs of the lesson, but they must be placed in such a student to bring a game from the game from the game after heavy mental work. In the difficult process, the reader compares the movement of his movement to his friendship, begins to understand himself and has the initiative. Lessons are not limited to just the same game-

assignments, but also the game that encourages more creativity is to pay attention to -tepurs. After all, if we do not teach students to think, to think, to create text, the development of the current lesson cannot be achieved. The games used in the course process are diverse, and they are divided into species from different sides.

(2.2. see picture).



**Figure 2.2. Grouped educational technologies according to play methodology**

The educational games play an important role in mastering actively knowledge and spiritual maturity. It serves to intensify activities consisting of properly selected and organized knowledge and retraining.

In short, the organization of teaching games on the basis of pedagogical technologies is perceived to educate and educate them spiritual, mental and aesthetically by helping the development of speech We believe that serving, sensitivity, sensitivity, suffering, goodness, altyness, independence, independence, knowledge, business, creativity will serve as practical.

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