

DEVELOPMENT OF LITERACY IN PRIMARY SCHOOL STUDENTS BASED ON MULTIMEDIA TOOLS

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Abstract

This article highlights the importance of multimedia tools in developing literacy in primary school students, their impact on the educational process, and ways to implement them effectively. The advantages of multimedia resources and practical experience in their application in educational conditions are also analyzed.

Keywords: Primary education, literacy, multimedia tools, interactive methods, learning activities.

Introduction

The modern education system is inextricably linked with digital technologies and innovative approaches. In particular, the use of multimedia tools in teaching literacy in primary grades increases students' interest in the lesson, improves their level of understanding, and ensures the effective formation of literacy skills. The educational process, organized on the basis of multimedia, serves to attract the attention of students, make didactic materials more interesting, ensure an individual approach, and most importantly - the comprehensive development of literacy competence. Today, in the context of the Third Renaissance, special attention is paid to primary education in the upbringing and education of the younger generation. Many positive reforms and initiatives are being implemented in the primary education system. Improving the quality of education depends primarily on the development of three main areas: strengthening the material and technical base of general education institutions, enriching educational and methodological materials, and introducing modern pedagogical technologies and multimedia tools into the educational process.

Today's students are more interested in computer-based, animated lessons than in static printed materials. From this point of view, the use of information technologies plays an important role in improving the quality and effectiveness of primary education. Therefore, it is recommended to use lessons based on multimedia presentations, interactive "seminar-lessons," and dynamic learning forms. Seminar-lessons ensure the active participation of students, develop independent thinking, and create opportunities for discussion during the lesson. The term "multimedia" comes from the Latin and English words "multi" (many) and "media" (means) and refers to technology that includes various ways of transmitting information.



Multimedia is a modern information technology that allows combining text, sound, video, and animation into a single computer system.

By using multimedia tools, the teacher:

- presentation of educational materials in visual form;
- quickly and effectively explain the new topic;
- can control the volume and speed of information presentation using animations.

Multimedia tools are educational resources that combine text, audio, video, animation, graphics, and interactive elements, allowing students to simultaneously see, hear, and perform practical activities. Such a multisensory approach significantly enhances information retention in long-term memory.

Advantages of multimedia tools in literacy development:

1. Audiovisual effect - it is easier to remember sounds and letters by hearing and seeing them together.

2. Colorful and dynamic content - combining text with images, animation, and sound makes it easier to understand.

3. Increased motivation - game elements, assessment systems, and incentive signs activate students.

4. Opportunity for individual and group work - each student can learn at their own pace.

5. Self-assessment - interactive tests and exercises allow for independent assessment of knowledge.

The use of multimedia tools serves to organize literacy lessons in primary grades more interactively, interestingly, and effectively. Below are examples of the use of multimedia tools in the context of disciplines.

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Alphabet and Reading Lessons: The main purpose of these lessons is to develop students' skills in correct pronunciation, memorization, and word formation of sounds and letters. Practical examples:

- Video tutorials that connect each letter with a specific sound (for example, the letter "A" - "apple") enhance listening learning.

- Displaying images matching letters strengthens visual memory.

- Interactive word-formation games (on the EduMarket platform) are widely used.

Writing lessons: Multimedia tools play an important role in learning the correct spelling of letters and the direction of writing.

Practical examples:

- Animations showing the step-by-step process of writing letters.
- Exercises that allow you to draw a letter on a tablet or interactive whiteboard and immediately receive feedback.

Vocabulary Development: Vocabulary is an important component of literacy. Multimedia combines image, sound, and movement in this process.

Practical examples:

- Digital dictionaries that combine image and pronunciation.
- Audio-based games like "Find a Word."
- Interactive exercises on the "Academy of Sciences" platform.

Working with text: Working with text is a complex but important stage of literacy.

Multimedia simplifies this process.

Practical examples:

- Checking comprehension of the text through questions of the "correct/incorrect" type.
- Exercises on arranging words in the correct sequence (on the Kundalik platform).
- Exercises in listening to the text and highlighting key words.

In conclusion, multimedia tools play an important role in the formation of literacy in primary school students. These tools increase students' activity in the lesson, increase their interest, and strengthen their knowledge and skills. Complex processes such as pronunciation, word and sentence construction, writing, and text analysis are carried out in a simple, interesting, and interactive form using multimedia technologies. Presentations, animations, interactive games, and audio exercises create a multimodal learning environment and serve as a solid foundation for deep and sustainable learning.

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