

THE IMPORTANCE OF EDUCATIONAL AND EDUCATIONAL INTERACTIVE GAMES IN EARLY GRADES

Daminova Gulnora Abdusamatovna
Primary School Teacher of the 32nd Comprehensive
School, Jalakuduk District, Andijan Region
@Daminova7 +998 911605410

Abstract:

In the main content of the article, interactive methods in primary grades, their types, the role of modern technologies in the educational process, methods of application in primary grades, modern pedagogy of primary grade teachers of general secondary schools opportunities to use technologies.

Keywords: pedagogical technologies, interactive methods, form, method, tools, brainstorming, networks, cinquain, zigzag, work in small groups, debate, fsmu, rounded snow, ict, modern methods, modern form of teaching, internet, electronic mail.

Introduction

In primary education, gaming is a form of creative activity. The resulting embryo was allowed to develop in nutrients and then inserted into her womb, where it implanted. A number of research works have been carried out in psychology, ethnography, culture, and pedagogy on the games and their place in human development.

Education is a collaborative activity of teachers and students, in which the development, information and upbringing of an individual is also carried out. In the courses, the teacher conveys his knowledge, skills, and skills to the students through training, and the students will be able to use it as a result of their learning. Currently, improving the system of preparing textbooks in the field of information technology is one of the most important conditions for successfully implementing the Digital Uzbekistan 2030 strategy, developing digital technologies, and expanding the daily life of the population. In the course of the study, students use different aspects of learning, i.e. rely on their own discernment in accepting, processing, and implementing the information being absorbed. The issues of teachers and students' cooperation in teaching, the independent work of students, teaching and training in the form of extracurricular activities are being addressed, and interest in the use of interactive methods and information technology in teaching is growing day by day. One of the reasons for this is that so far, in traditional education, students have been taught to acquire only ready-made knowledge, while the use of modern technology teaches them to find the knowledge they acquire, to study and think independently, to analyze, and even to bring final conclusions themselves. In this process, the teacher creates conditions for the development, formation,



acquisition and upbringing of an individual and at the same time performs a function of management and guidance. Modern technologies such as "Judicial Attack," "Attack of Thoughts," "Networks," "Sinclair," "BBB," "Fifth Surplus," "6x6x6," "Controversy," "Role Game," FSMU, "Working in Small Groups," "Rounded Snow," "Zigzag," and "Let Me Say the Last Word" are being used in education.

In games, a child's behavior is freely formed and socialized. The most important aspect of the games is its dual tamonlama character, which is also consistent with dramatic art. If participants perform real work related to certain non-standard tasks in implementing it, the second is that games also have a conditional characteristic that turns them away from real situations, feeling responsible at most of this activity. Therefore, the fact that games perform a two-way task causes it to have a developing result. Elements of gaming activities are widely used in teaching. These include workbop games, didactic games, role-playing games, and computer games.

Research methodology:

New method moon names:

"Bizni angle ",

"Know"

"Step by step,"

"Charxpalak"

Therefore, games are the main activity of children, through which junior high school students learn and adapt to life, everything, the environment. The following are considered important for the appearance of the game:

- the emergence of a sense of satisfaction with communication with game participants;
- the origin of naturalness, emotional sensitivity;
- to try to meet the natural needs of the players during the game, etc.

In terms of social and psychological significance, games perform two main tasks;

- acquire certain social knowledge;
- formation of the necessary social rules.

Also, when approaching the problem from a point of view, games cultivate a student's creative ability by activating his or her creative activities. It is known that the quality and effectiveness of children's play will directly depend on the life observations and personal experience of those participating in it. Such qualities as consciousness, initiative, and willfulness will be important. Therefore, the use of games with different socio-psychological characteristics will undoubtedly have their own effectiveness.

This method plays a special role in making students have the skills to think logically. The following actions are performed when applying it:

- formation of a system of concepts that serve to reveal the essence of the topic studied;
- to obtain four (five, six, ...) and one non-relevant concept from the resulting system;
- Task students to identify and unsyllify a concept that does not apply to the subject;
- encourage students to comment on the nature of their actions (in order to strengthen the subject, students should also comment on the concepts preserved in the system and establish the logical relationship between them).



It is known that the quality and effectiveness of children's play will directly depend on the life observations and personal experience of those participating in it. Such qualities as consciousness, initiative, and willfulness will be important. Therefore, the use of games with different socio-psychological characteristics will undoubtedly have their own effectiveness.

It is known that the game plays a key role in the education of the child. The game is their favorite, and they try to align any exercise with the game. Therefore, the teacher should try to improve the effectiveness of the teaching process by using it for purpose, without squeezing the game from the student's activities.

In order for our children to have strong knowledge, skills, and skills, of course, it is necessary to interest them in every subject from a young age. In this way, the teacher's skills are extremely important. By carefully studying the age and psychological characteristics of educating children, they need to seek tirelessly on improving the effectiveness of the teaching process and skillfully employ all their knowledge. Improving students' psychological well-being, protecting them from various abuses, and strengthening their knowledge through various games will be an important factor in education. At the same time, you can use games aimed at improving students' dignity, agility, and accurately and accurately expressing ideas. At the same time, it is considered one of the most important criteria for the selected game to match the subject, to be convenient, and to have the result. This also depends on the professional skills of the teacher, the ability to set the goal correctly.

CONCLUSION

In a nutshell, the use of interactive and modern methods in elementary schools is the basis for effectively organizing the learning process. The use of modern information communication technologies, on the other hand, helps students to expand their artistic research and logical thinking in independent thinking, as well as to connect what they have learned in classrooms with life and to increase their interest in the classroom. It allows you to be aware of modern educational programs. The effective use of the conditions created by such modern requirements to organize classes on the basis of advanced pedagogical and information communication technologies guarantees the quality of the educational process. The resulting rise in sea levels from the meltwater could spell disaster for hundreds of millions of people. We say that interactive and modern methods, the use of information communication tools in elementary schools, can cause students to think innovatively and creatively and will help improve the quality and effectiveness of the lesson.

References

1. The September 5, 2018, issue of the United Nations Declaration on the Elimination of All Forms of Discrimination against Women
2. Order of the President of the Republic of Uzbekistan dat April 29, 2019 "Confirmation of the concept of the development of the Public Education System of the Republic of Uzbekistan by 2030".
3. Tolipov U.K., Shirley Sh.S. Pedagogical foundations for the development of student personal creativity. - T., Fan, 2012.

