

USE OF "DIDACTIC" METHODS IN PRIMARY SCHOOLS, IN THE EDUCATIONAL PROCESS

Khoshnayeva Dilfuza Zikirullayevna
Termez city of Surkhandarya region
19th General High School
elementary school teacher

Annotation: In this article, the design of the lesson process with didactic games, interactive game methods, "Didactic" games based on methods, the main types of lesson games, general game theory and students in primary school " Didactic "games focus on the environment, interest in life, challenges, how to overcome obstacles and develop critical thinking skills.

Keywords: Didactic games, lesson process, interactive games, didactic methods in primary school.

ILM

- First of all,
- Then listen,
- Then memorize,
- Then follow,
- Then distribute it.

Imam al-Ghazali.

In ancient times, the school, which was considered the greatest school, was called the threshold of goodness, the house of knowledge and thinking, the foundation of the future.

Indeed, the thorough knowledge acquired in the embrace of school today will determine the meaning of our peaceful and prosperous life tomorrow. In order for our children to acquire solid knowledge, skills and abilities, it is necessary to involve them in every science from an early age. The skill of the teacher is very important.

Nowadays, conducting each lesson in modern new ways shapes children's thinking ability, creative activity, speech, talent.

The success of the educational process depends not only on its form, but also on the methods used, the effectiveness of various educational games.

An important feature of the organization of the educational process is the provision of students with knowledge of the basics of science, taking into account the psycho-physiological characteristics of young people, as well as the transfer of theoretical knowledge and skills to apply in practice.

The implementation of this process depends on the teacher's inquisitiveness and teaching skills. Interactive learning, by its very nature, involves the creation and solution of a problem situation by designing a lesson process with didactic games and the implementation of information and communication technologies based on creativity.

Conducting lessons based on methods (methods), students actively participate in the lesson, think, increase creativity, the lesson is very interesting.

For example: "Silent speech" method, "Find the hidden word" method, "Fairy tale in a fairy tale" method, "Memory exercise" method, "Find me" method, "Who am I" method, "Letter

<https://conferencea.org>

method”, “Live storytelling method, “Find your meaning” method, “Intelligent” method, “Rebus puzzles”, “Making words from pictures”, “Think, search, find” method, “Control letters” method and so on.

Think, Search, Find Method

This dynamic visual method can be applied to all disciplines. To do this, questions are created for the science, regardless of the subject. As the student rotates the wheel and the axis of the wheel stops, the student must answer the question. This moving demonstration method requires speed from the students.

Picture (Rebus) puzzle method

There is a word in the picture puzzle. The reader is given this word for each word in the pictures, based on the pictures.

The student must find the words using the pictures pasted on the cards. The student describes the words he / she finds using questions.

Zakovatli zukko method (method).

It is possible to organize a lesson based on this method. In the "Intelligent" method, you can ask questions about a fruit, vegetable or a lesson.

In this method, the object name or question is given logically. The preparation of the lesson in accordance with the science and the topic depends on the skill of the teacher.

For example: my name,

I smell nice.

I am blessed with knowledge,

I am seventy years old.

Answer: Apple.

Thus, the "smart" method continues in the classroom as a game. When methods are used in the classroom, it is best to use didactic games.

The student's interest in the lesson increases, and the lesson turns out very well. Basically, "A quality lesson depends on modern methods." If the teacher does not teach the lesson in the same way, but uses the methods through "Didactic" games, then the lesson is considered a work of art. The quality of the lessons depends on the teacher, the skill of the teacher.

Reference:

1. Khoshnayeva D.Z. "Think boy!" Use of didactic games in the educational process in primary school.
2. Azizhojayeva N. Pedagogical technologies and pedagogical skills.