



Application Of Educational Games in The Formation of Basic Competences in Primary Class Students

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Annotation: This article describes the methods of using educational games and the procedure for conducting games in the formation of basic competencies in elementary school students.

Key words: competence, educational games, flexibility, education, student activity.

The main task of teaching the subject "Reading" in primary grades of general secondary educational institutions:

- to ensure the formation and development of students' oral speech based on literary language norms, to develop speech competence;
- high literacy in written speech, compliance with the standards of the literary language, development of skills and abilities to use stylistic variety, and formation of basic competencies in students based on the content of the subject "Reading".

In primary grades, through the subject of "Reading", students' literacy level is formed, oral and written speech is developed, sounds and words are taught to be pronounced correctly.

First familiar, then unfamiliar text is taught expressively, and the student's skills and competence are determined. Quantitative indicators are also determined - reading speed, conscious and fluent reading, how many words can be read in one minute.

The goal is for the child to read the entire content of the text and retell it, as well as listen and understand the speech of others.



The role of didactic games in creating motives in primary education is incomparable. The game is a method used by adults, teachers, educators, and parents to form certain qualities in elementary school students. With the help of the game, the learning process of students becomes easier, they learn to deal with various objects, and also the culture of behavior is formed in them. The child's personality is formed by means of the game, in which the mental characteristics related to the organization of educational and work activities and entering into relations with people are formed in the future.

Czech pedagogue Ya. A. Comensky emphasized that the game is the main form of the child's activity and said that the game corresponds to the child's nature and interests. The game emphasizes the comprehensive development of the child's mental abilities, expands his imagination about the environment, and develops his speech. Also, playing with peers brings him closer to his peers.

The use of educational and didactic games occupies the main place in the activities of students of junior school age. They are the main means of developing students' creative thinking in understanding the world and self.

"No way"

During this game, the teacher reads the text. Students must find a sentence or a sentence that expresses events that cannot happen.

This game, which is played with humor, requires the students to be alert, thorough and observant, and also requires them not to be indifferent to the events and happenings around them. In addition, it increases their interest in non-curricular scientific and fiction literature and scientific popular films and helps to form the skill of listening to stories.

After this game has been played several times, students can be assigned to create such stories later.

Using the "No way" game, the teacher can make the mother tongue or reading lessons more effective. In addition, artistic mornings can be used for conducting competitions and quizzes.

Option 1: Anwar did not go to school because Monday was a holiday. He went to the zoo with his sister Mubina. In the zoo, they saw a lion swimming in the water, fish swimming in a cage, and a huge wild nightingale.

Option 2: Elyarjon went to his grandmother's place to rest during the summer holidays. He played snowstorm with his friends in the village. He helped



his grandmother feed the cows. While the grandmother was milking the cow, she held the cow's kid.

Option 3: Azimjon is a very educated boy. He did a great job today too. The teacher praised him and gave him a "zero" score. Azimjon recently finished the 2nd grade and went to the first grade.

"You remember everything!"»

"Create a text based on the picture and put a title," the teacher announces the game condition. Cards with pictures are distributed to the groups, and after a certain time the cards are collected. Students should take into account sentence structure and placement without spelling mistakes when composing a text.

Through the game, their memory, creativity, and ability to think independently will develop, and their ability to write independent written works such as narratives and essays will increase and their vocabulary will increase.

« Who is agile? »

This game can be played in classes in different ways. For example, in the form of a proverb-telling competition or to strengthen one of the word groups, a word-telling game based on quality is held in groups. Groups say words about adjectives one after the other, whichever group gets it wrong is out of the game.

"Place the pictures correctly" is required to take the pictures on the topic given in the task from among the mixed pictures placed on the table, and then arrange them according to their size.

"Picture tests" method. Students are divided into groups and each group finds and writes words related to the given picture. For this purpose, the groups will be distributed pictures corresponding to the themes of "National dishes", "National musical instruments", "National clothes", and "dishes". Students should write the words related to the topic and then explain their meanings.

"Find the word" game:

This type of work can be carried out on words related to a topic. Students take turns finding words related to a specific field or group of topics. For example, he can remember and say words about his equipment.

In conclusion, the group of verbal games played with the medium of words includes very large folk games, namely "Chain", "Wrong sentence", "No way", "



It includes games related to speaking quickly, "Riddles", "Conversations" and similar. Such games develop attention and memory, teach students to gather their thoughts, think quickly, connect speech, and think logically. Not all learning material is interesting for students. In such cases, the only way to increase children's interest in the educational process is to use and organize didactic games.

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