



## METHODS OF INVOLVING PUPILS IN LEARNING ACTIVITY THROUGH EDUCATIONAL GAMES IN PRIMARY SCHOOL

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**Annotation:** This article is based on the educational games used in the lessons: “Journey around the map”, “Name of three subjects”, “Complete the sentence”, “Find the mistake”, “Which letter is missing?”, “What has changed?? ”And“Correcting Mistakes ”are used in the lessons.

**Keywords:** primary education, didactic games, methods and modern teaching aids.

The Republic of Uzbekistan is carrying out reforms in all spheres of education. Primary education, which is the first stage of education, also focuses on the best practices of countries recognized by the world community, modern textbooks and the organization of education on the basis of leading methods and techniques. Given the age and physiological characteristics of primary school pupils, it is an important process for them to engage in play activities between the ages of 7 and 11, and to direct them from these activities to continuous and consistent learning activities.

One of the most important factors for a good education is the child's readiness for a comprehensive lesson. The effectiveness of the knowledge imparted by the teacher depends on the child's overall health and mental readiness.

Of course, the teacher will consider these aspects of the pupils before starting the lesson. Concentration training, memory-enhancing training, educational games.

As we live in a technologically advanced age, brightly colored slides and multimedia applications for children are also at the forefront of increasing pupil interest in the lesson. Moving, voice, musical multimedia concentrates the child's attention, strengthens his memory.

Below we would like to recommend to you the tried and tested educational game "Journey on the map".

**Objective:** To develop pupils' memory. **IN THE DEVELOPMENT OF SCIENCE** The course of the game: This method can be used in all disciplines to repeat the previous topic of the course, to strengthen the new topic. It can be done in the following order.

The map features pictures of mountains, forests, and wildlife. There will also be a picture of a boy, a girl or an animal and his house or tent. Performs tasks until you reach your destination. If used in a math class, it is called an “Example Map,” and if used in other subjects, it is called a “Question Map.” Creating a map depends on the ability of the teacher. Tasks on the map are required to meet the age of the pupil and the requirements of the SST.

It can be used in mother tongue lessons as follows: The girl goes on a trip. An evil knight, a tiger, a fox, and a bear will appear in front of him. Only by answering their questions can they continue on their way.

"Names of three subjects"

**Objective:** To develop the process of generalization of thinking.

How to play: The teacher and the child sit in a circle. The host explains the rules of the game.

I'm going to say one word now, you have to collect 3 words that match that word. For example: furniture - table, chair, sofa. Rose - rose, carnation...

Once pupils have mastered the game, they can make changes to it, or they must first say the key words and then find the common words. Spoons, spoons, pots - kitchen utensils. This game can be used in native language and math classes. In mathematics: cones, spheres, cylinders - geometric objects. Triangles, rectangles, circles - geometric shapes.

"Finish the sentence"

Objective: To develop children's oral speech, grouping and generalization.

How to play: The children sit in their seats. The teacher throws a ball to one of them and tells them to start the sentence. The child who receives the ball must finish the sentence and return the ball to the teacher. It would be useful to use it in reading and mother tongue lessons.

The game goes on like this. A child who fails to complete a sentence twice leaves the game and watches others closely.

We sleep at night and during the day ... The weather is cold in winter and in summer ...

The rooster crows, the cat ...

Find the bug game

Purpose: Concentrates, strengthens memory.

How to play: In a native language lesson, the teacher shows a few mistakes on the monitor. Pupils find and correct mistakes: grown up, book, friend, test...

In math, examples show errors. Pupils find and correct the error:  $5: 5 = 10$ ,  $5-5 = 1$ ,  $5 + 5 = 25$ ,  $5 \cdot 5 = 0$

In these examples, the action gestures are modified according to the value of the expressions.

"Which letter is missing?"

Objective: Attention, memory development.

How to play: Pupils are shown 8 or 10 letters of their choice. They are given 10 seconds to remember. One letter will be removed without being shown to pupils. Pupils should say which letter is missing. If pupils do the task easily, it is possible to complicate the task by removing 2-3 letters instead of one.

"What's changed?"

Objective: To develop memory, attention, intuition.

How to play: Put some pictures on the monitor or board. Pupils are asked to look at and remember the pictures. Then the pupils close their eyes, at which point one or two of the pictures are repositioned.

Q: What has changed? Pupils should find this and remember which picture changed position.

"We will correct the mistakes"

Objective: To strengthen the knowledge of speech

How to play: The children sit in their seats. A teacher or a facilitator in the class says something that is wrong. Such statements are provided to each child. Any child who can't find a mistake in the sentence will be expelled. The child who wins in the end wins. For example: Apples ripen on a maple tree. Three carp are flying in the sky. It is shown that the widespread use of such educational games has a positive effect on increasing the effectiveness of knowledge in primary school pupils, increasing their interest in education.

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