



Didactic games in the performance of a beautiful writing minutes in mother tongue lessons of primary education

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ABSTRACT

In this article, the didactic games for spending moments of beautiful writing in primary class mother tongue lessons: "Who can find the fastest?" game, "Illustrative didactic game", "Thinking game", "Finding the place of the word" It allows you to get information about didactic games such as how to use them, and their importance in forming beautiful writing of students.

Keywords:

Didactic games, beautiful writing, correct writing rules, spelling, vocabulary, education.

By teaching beautiful writing children will have the opportunity to master other subjects successfully. Paper plays an important role in human life, because it is filled with various papers and documents every day. All of these are just blasphemy and blasphemy. However, in a short period of time, it is not possible to develop the skills of beautiful writing, fast and error-free pronunciation in students, it requires several years of work. In order to teach orthographic awareness, it is necessary to conduct consistent exercises from the day children enter school. The teacher should not limit himself to teaching using the same or similar methods. In particular, completing problem-based lessons in the context of various didactic games will help increase their interest and develop logical thinking. Before conducting didactic games, one should not forget to take into account the age and level of knowledge of the children. Starting with simple, easy and labor-intensive types, gradually increasing their complexity will give good results. Doing this work, on the one hand, expands the worldview and consciousness of children, on the other hand, strengthens their

ability to build and develops independent work skills.

The teacher should be able to choose these didactic games based on the topic and based on a specific goal.

Let us give examples of didactic games.

During literacy learning for 1st grade students, it is necessary to use very simple games.

1. Who can find this quickly?"

Students are divided into several groups. The teacher shows students an image of an object or working tool.

For example: showing the leaves of a maple, poplar, apple tree,

1. What is a long-lived tree?

2. Does the Corrosive Tree bear fruit?

3. Find a living object?

4. How fast can a horse run? and asks similar questions.



2. Illustrated didactic game.

What is shown in the image? What does the image consist of?

Students learn to remember numbers and use hand movements correctly by finding the numbers shown in the picture. While playing, they acquire the skills of memorizing numbers by drawing pictures on paper, notebooks and other media.

3. Brainstorming.

The goal of the game is to improve students' literacy and develop numeracy skills. In the game, instead of numbers, their letters and expressions are shown, and the answer is also required to be given in letters and expressions:
 $i + i = t$

In this game, students think logically about how many numbers are in place of the letter and expression, and write the letter and the answer to the expression themselves. This game is suitable for the first period of literacy of first graders.

4. Game "Find the place of the word."

Before the game, the teacher distributes poems and fragments on the board or on cards. The words Aurim are written on the card. The teacher asks students to find the place of the words and pronounce them. Playing these games encourages students to think logically and expand their vocabulary.

Example:

The garden has been washed, they have washed,

with with

Field covered by mountain

with with

Students must find the correct answer by replacing the blank words (gardener, farmer, boy, tulip).

Dear ____ grandfather, who gave his life to our language,

A master who fought for the Motherland ____ grandfather.

Grandfather who revealed the secret of the stars

____ grandfather who introduced medicine to his son.

He collected hadiths and passed them on to us.

_ __ you are my grandfather.

You are the one who gave life to everyone, dear, you are my soul.

Using various puzzles in the classroom not only improves children's thinking abilities, but also teaches them to be happy. For example:

1. Isn't the word in the Gaussian series an anagram of fruit?

A) AANNB

B) SNNA AAA

IXO'RLO

ARKZI

D) ATSHLOFI

Go from letter to letter horizontally, vertically, diagonally and read the hidden phrase.

O' I T

L T YE

CH A B

B K E

I R S

3. Can't make a word from the letters in the Gaussian string?

ONKOIT

ABRXA

HFINRA

MAKALAK

"Who is literate" game. Pupils are asked to pronounce correctly the words with correct spelling.

Example: dar, ros, Samarqan, pas, go'sh, eslik, darax, mar.

The words are transferred to the groups on cardboard. The word given to each group should be the same. If the members of the Caustic group correctly pronounce the given word, the members of this group are considered the winners. Their scores are put on the board and the game continues in this way. At the end of the game, if the caucus group has collected the most points, the members of this group will be the winner of the "Who is literate" game. In fact, the freedom given to our teachers has opened them up to use the technologies they have. In the mother tongue classes, the importance of the lesson and properly selected educational games is very important to increase the effectiveness of education, to strengthen the knowledge acquired by students, to develop the vocabulary.

In conclusion, taking into account the special characteristics of students in the course of the lesson, the use of educational games helps to achieve effective results. They are happy in the world. The use of didactic games by the teacher based on this goal, taking into account the stage of work on the formation of spelling and skills, will bring positive results.

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