



GAME TECHNOLOGIES AND THEIR USE IN PRIMARY EDUCATION

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Abstract:

This article describes the problems of increasing the effectiveness of education in the educational process of primary school and the pedagogical features of their solutions, as well as the role and importance of game technologies in education. Also, the effective introduction of advanced pedagogical technologies and their rational use in primary classes were discussed.

Keywords: Pedagogical technology, game technology in education, skill, technique, method, goal, task, result.

INTRODUCTION: In primary education, game technology is considered a form of creative activity. In this, the student develops emotionally, intellectually and morally based on the knowledge and understanding of social and material existence. At the end of the 19th century, the German scientist K. Gross tried to systematically study games, while the German psychologist K. Bühler studied games as a "satisfying" activity. L.S. According to Vygotsky and A.N. Leontiev, they have studied games from a theoretical point of view with their orientation towards certain activities according to their social nature, while D.B. Elkonin defines the management of personal behavior and interprets it as an improving activity. [1].

But the only and most important main feature of games is its role in education. It is known that with the adoption of the Law of the Republic of Uzbekistan "On Education" and the national program of personnel training, the basis of the continuous education system was created. Increasing the creativity and activity of students based on the use of pedagogical technologies in the course of the lesson is important for every period. In particular, in Article 26 of the Law "On Education" [2] and in the National Program of Personnel Training [3], the wide application of advanced, modern pedagogical technologies in the teaching process is all types of education. It is emphasized that it is one of the most urgent tasks before the institutions. In fact, the use of pedagogical technologies in the teaching process leads to the organization of classes in a colorful, lively and interesting way, and creates ample opportunities for students to master educational materials at a high level. When organizing a lesson on the basis of advanced pedagogical technologies, the personality of the student should be in the main place, that is, the student should be at the center of education. In our country, there are still cases where the main role is played by a teacher. He is busy with providing information, passing the lesson faster, teaching students faster, but the interests, level of knowledge, acceptance and understanding of the students are different [4].

In games, the child's behavior is freely formed, his mind develops and he socializes. The most important aspect of the games is that it has a dual character and it is suitable for dramatic art. On the one hand, if the participants of the game perform real activities related to certain non-standard tasks during its implementation, on the other hand, the games acquire a conditional character, deviating from real situations, while feeling responsible for most of these activities. Therefore, the double-tasking of games is the reason why it has a developmental result. Elements of game activity are widely used in the educational process. They include business games, didactic games, role-playing games, and computer games.

It is ensured that the teacher does not become a creator of the lesson, a simple executor of ready-made technologies, he searches for his own way using pedagogical technologies and engages in activities with enthusiasm. It is necessary to direct the students to practical activities, enter the character, stage small theatrical scenes, organize debates, be able to ask questions, express their opinion freely and at the same time allow them to acquire the culture of debating. [5].

In conclusion, it can be said that the organization of the educational process of the primary class, taking into account the above-mentioned pedagogical features, increases the efficiency of the lesson, saves time, and guarantees the achievement of the expected result. For effective practical use of pedagogical technologies in the general education system, it is necessary to develop its methodology and create specific technologies.

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