

THE ROLE, IMPORTANCE, AND KEY ASPECTS OF DIDACTIC GAMES IN INTERACTIVE LESSONS*Matnazarova Karomat Otaboyevna**Associate Professor at the Oriental University**Abduqaxxorova Sanobar Kadirjon kizi**Master's student at the Oriental University*

ABSTRACT: Didactic games play a crucial role in interactive lessons by enhancing student engagement, motivation, and learning outcomes. These games create an enjoyable and dynamic learning environment, allowing students to actively participate in their learning process. They encourage critical thinking, problem-solving, and collaboration, making complex concepts more accessible and memorable. Didactic games also offer opportunities for differentiated learning, catering to various learning styles and abilities. Integrating games into lessons fosters a positive atmosphere where students are more likely to retain information and develop practical skills. In this way, didactic games serve as powerful educational tools that promote both cognitive and social development.

Key words: didactic games, interactive lessons, student engagement, motivation, critical thinking, problem-solving, collaboration, differentiated learning, learning styles, cognitive development, social development, educational tools.

In contemporary education, the integration of innovative teaching methods has become essential for fostering active student participation and enhancing learning outcomes. One such method gaining prominence is the use of didactic games in interactive lessons. These games are not only engaging but also provide an effective platform for students to apply theoretical knowledge in practical scenarios. This article explores the role, significance, and key aspects of didactic games in interactive lessons. Didactic games are structured activities designed to achieve educational objectives through game-based learning. These games involve specific rules and outcomes aimed at teaching concepts in an engaging and interactive manner. Unlike traditional teaching methods, didactic games offer students a dynamic environment where they actively participate in the learning process. In interactive lessons, didactic games serve as a bridge between theoretical knowledge and practical application. They foster a participatory environment where students actively engage with the material, collaborate with peers, and use critical thinking to solve problems. By incorporating games, educators can create a more engaging classroom atmosphere, allowing students to learn in a less formal and more enjoyable setting. Furthermore, these games are particularly effective in reinforcing concepts through repetition, competition, and challenges, which help solidify understanding and retention. For example, a language teacher might use a word-matching game to help students remember new vocabulary, while a history teacher might organize a role-playing game to explore historical events. The use of didactic games in interactive lessons is critical for several reasons:

Engagement: Games create an exciting and stimulating environment that encourages students to be more involved in the lesson. This engagement helps combat monotony and promotes sustained attention throughout the class.

Motivation: The competitive element in didactic games motivates students to perform better, as they often strive to achieve the best results. Moreover, the immediate feedback in games provides students with a sense of accomplishment, further motivating them to learn.

Collaboration and Communication: Many didactic games require students to work in teams, promoting collaboration and communication skills. These skills are essential for both academic and professional success.

Skill Development: Through didactic games, students can develop a wide range of skills, including critical thinking, problem-solving, creativity, and decision-making. These are valuable not only in the classroom but also in real-life scenarios.

While didactic games offer numerous advantages, their implementation must be done thoughtfully to maximize their effectiveness. The following aspects are critical to ensuring their success in interactive lessons:

Relevance to the Subject: The game should be closely aligned with the learning objectives of the lesson. It should serve to reinforce key concepts and not distract from the material being taught.

Inclusivity: It is important to ensure that the game accommodates diverse learning styles and abilities. All students should have an equal opportunity to participate and succeed.

Balance Between Fun and Learning: While games are meant to be fun, the educational aspect should never be overshadowed. The primary focus should always be on learning outcomes, with the enjoyment factor serving to facilitate this process.

Feedback and Reflection: Providing constructive feedback during or after the game is crucial. Students should be encouraged to reflect on their performance and identify areas for improvement.

Clear Rules and Structure: Clear instructions and rules should be established before the game begins to ensure that students understand how to play and what they are expected to learn.

CONCLUSION

Didactic games play a vital role in interactive lessons by transforming traditional teaching methods into dynamic and engaging experiences. By fostering a learning environment that encourages active participation, critical thinking, and collaboration, these games contribute significantly to student motivation and success. As educators continue to explore new ways to enhance the learning process, incorporating didactic games into lessons will remain a powerful tool for creating effective and enjoyable educational experiences.

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