



THE ROLE OF DIDACTIC GAMES IN THE FORMATION OF STUDENT PERSONALITY IN PRIMARY CLASS LESSONS

Rakhimova Rukhsora

Independent student of Bukhara State University

Abstract

The role of didactic games in creating motivations in primary education is incomparable. The game is a spark that arouses students' enthusiasm and interest in learning. All structural components of didactic games are interrelated. lib, it is impossible not to have any of them. The Czech pedagogue Ya.A. Komensky 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. education expands his ideas about the surrounding environment, develops his speech. Also, the game together with his peers brings him closer to his pe

Key words

didactic games, game activity, model, game components, game types, game rules, motive

Introduction

Didactic game is a method used by adults-teachers, educators, parents to form certain qualities in elementary school students. teaches how to deal with different objects, as well as the culture of behavior is formed in them. Through the game, the child's personality is formed, and in the future, mental characteristics related to the organization of educational and work activities and entering into relationships with people are formed. Through the game children learn about existence and try to change the world. The most important importance of didactic play is that the child's need to influence the world appears and is formed for the first time. As Amir Temur moves in the Middle East, it is important to always have educational tasks that take into account the learning of students in the didactic game, both for Movarounnahr and for the newly conquered Azerbaijan and Iran at the same time. while creating one or another form of didactic games, adults should pay attention to the types that are interesting for children and attract their attention. The important features of didactic games that differ from other types of activities are their content. The components of didactic games are the following: game logic, game motion, game rules. The logic of the game is mainly reflected in its title. In the course of the game, it is possible to increase the cognitive activity of students, to show their abilities, to use their little knowledge, skills and abilities to achieve the goal of the game. The rules of the game help to organize the game process correctly. It regulates the students' behavior and their interactions. In didactic games, a certain result is achieved, and its finale means its completion. A certain goal is set in the game, and the achievement of this goal creates a sense of spiritual and mental satisfaction in students. is an indicator of application. All structural components of didactic games are interdependent, and none of them can be absent. The traditions of wide use of didactic games in the education and upbringing of children, formed in folk pedagogy, were developed in the practical experiences of teachers and the work of scientists. In children's education, didactic games are used in two directions: "forming a complete person and for narrow didactic purposes. In the didactic game, the child acquires good moral qualitie In the process of participating in the game, the child performs quick answers, hiding, searching, running, drawing and other similar tasks

DISCUSSION Didactic game sessions rely on the knowledge, skills, and abilities acquired by students

during the educational process, and only then can students find effective solutions to the game, show demand for themselves and others. Using the game as a form of education requires self-confidence from the teacher and skill in playing the game. Didactic games perform several tasks - education affects the student's personality, thinking develops and expands the worldview - applicability, ability to apply knowledge to perform any educational tasks in a specific situation - motivates, increases curiosity, makes students interested in cognitive activities, encourages, helps to develop interest in learning. I will give examples of some didactic games that I use in my teaching activities

a- Game-exercise This game is used together in a group or team. But this game is individualized. That is, each student's game It allows you to develop your knowledge and abilities. This game is used to reinforce the lesson or to control the students' knowledge. For example, "find the lost letter". q is engraved. Pupils restore the learned letters in their minds and find the learned letter and show it to the teacher.

b- creative search game From this, the teacher asks to find the wrong sentence in the story or to find the sentence that does not match the content of th Students are searched and find such a sentence and prove why it is superfluous. Such games do not take much time, do not require special equipment, but give a good result.

d- meaningful role-playing games. In this game, students play the role of characters in stories or fairy tales according to the purpose given by the teacher in the lesson, or form a round table and perform different roles. Such games stimulate students' interest in knowledge. wakes them up, motivates them to creative work, and also helps them get acquainted with professions. In order to increase students' enthusiasm for studying, it is necessary to make them interested in death. For this, the student should find interesting aspects of the death process and this process it should include materials that can interest the student. The way to do this is to use didactic games during the lesson. I will introduce such games below.

"I'll check it myself" When conducting such games, the teacher selects a small number of dilettantes. Such games can be conducted at the beginning of the lesson in every elementary school. The teacher writes a small dictation to the students. After all the students have finished writing, the teacher shows the dictation on the clipboard. If the dictation is written on the clipboard and engraved on the top, the students open the curtain. and the students check their dictations based on what the teacher wrote.

"WHO IS NINA" game. A number of objects are placed on the table. The teacher describes one of these objects, in order to concentrate the attention of the students, to relax their hands, or to introduce new sounds, to explain a new topic in the native language classes. can be used in the making process. For example, U is in the shape of a ball. Even our senior athletes play it on the field. Young children also love playing it. In contrast to the direct presentation of educational issues, in a didactic game it is invisible to the child as a playful issue. The methods of solving it are related to educational activities. The best didactic games are built on the principle of independent learning, that is, they are built in such a way that they themselves guide students to acquire knowledge and skills.

As you know, learning includes two components: gathering the necessary information and making the right decision. These components provide students with a didactic experience. But gaining experience takes a lot of time. Increasing students' "having this experience" means teaching them to practice these skills on their own. It can include developmental games of psychological description: crosswords, quizzes, puzzles, rebuses, cryptograms, etc. Didactic games arouse students' interest in the subject, give every student the opportunity to develop their individual abilities, and educate cognitive activit

RESULTS The above-mentioned didactic games increase students' thinking, help them to have a good relationship with each other during the lesson, and strengthen new topics. In a properly organized pedagogical process, if students' activities and educational activities are organized systematically and regularly, interest in learning becomes one of the main qualities of the student's personality and has a strong impact on his development. Interest in knowledge becomes a powerful tool in the learning process. Abu Rayhan Beruni told students that interest in the learning process is an important task. and leads to impatience. When the student passes from one subject to another, it is as if he were walking in different gardens. Before he could see one, another one begins, and he is interested in seeing them and wants to look at them, as it is said that everything has its own merits. The same thing is tiring, He said, "It makes the memory easy." Therefore, in the process of educating the young generation, the use of new modern pedagogical and innovative tools in the lessons helps to increase the level of students' knowledge. Isolating the stages of the didactic process, students' knowledge is organized through teaching methods selected in accordance with the specified goals. Currently, pedagogues are creating games with content and rules. the

rules are given. The most important element of a didactic game is its rule. Arousing students' interest in knowledge through didactic games will be effective if it is organized based on their interests. During each lesson, students play didactic games with interest and learn to think independently. By the means of didactic games, the child's personality is formed, and mental characteristics related to the organization of educational and work activities in the future and people's relationship with the child are formed.

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