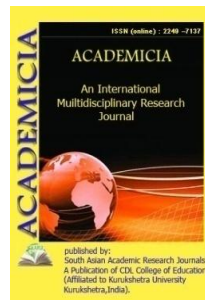




ACADEMICIA
An International
Multidisciplinary
Research Journal
(Double Blind Refereed & Peer Reviewed Journal)



DOI: 10.5958/2249-7137.2021.00888.0

**MODERN TECHNOLOGIES OF INCREASING THE WEALTH OF
STUDENTS IN NATIVE LANGUAGE EDUCATION AND WORKING
WITH DICTIONARIES**

Buvajonova Mohiraxon Usmonali qizi*

*Lecturer,

Department of Primary Education Methodology of Fergana State University,
UZBEKISTAN

ABSTRACT

This paper aims to investigate and implement various uses of technologies in language education in the 21st century. Research explored in this paper show that there are a wide variety of technology to choose from, either offline or online media. Teachers and students who are digital immigrants can benefit from integrating technology in their learning and teaching. If only these teachers and students understood the importance of and practiced Network-based language teaching and e-learning skills.

KEYWORDS: *Wide variety of technology, Implement various uses of technologies, Digital immigrants.*

INTRODUCTION

Education is a collaborative activity of the teacher and students, in the process of which the development of the individual, his / her knowledge and upbringing are also carried out. In the lessons, the teacher achieves his knowledge, skills and skills to the students through training, while the students will have the ability to use it as a result of their assimilation. In the process of learning, students use different forms of assimilation, that is, they rely on specific discrepancies in the perception, processing and application of the assimilated information. In the educational process, issues of education and training in the form of interaction of teachers and students at the time of classes, independent performance of students, extracurricular work are solved.

The purpose of education is formed in accordance with the need of society. Therefore, the purpose of education should be appropriate and proportionate. It was noted that the purpose of education in the scientific literature is to create the right, accurate, appropriate use of the

opportunities, skills and skills, develop logical and creative thinking, increase communicative literacy, integrate the National idea, form sharkana education, the expression of spiritual enrichment of a person. On the basis of educational purpose, the culture of their communication is improved by independent thinking, increasing oral and written literacy, developing logical thinking. On the basis of educational purpose, spiritual, ideological, spiritual education is provided. In the process of language learning, it becomes possible to approach the cultural and moral values of the people.

One of the great wise."...As long as you live with the anxiety of the future, give your children good knowledge, read". It would not be a mistake if we say that the reforms carried out in the educational system of our country in the real sense were not a work aimed at achieving efficiency in a two-year or short period, but a change in the real sense for several hundred years. This shows that the wise policy lies at the time of the idea that all the children of our country – my children, they should be stronger, educated and of course happy than us, worrying about the future of our president, our future generation.

MATERIALS AND METHODS

It is known that the introduction of advanced pedagogical and new information technologies in education not only increases the effectiveness of training, but also plays an important role in the upbringing of an independent and logical thinking, comprehensively high spiritual person by applying the achievements of Science in practice.

Currently, interest in the application of interactive methods and information technologies in the educational process is increasing day by day. One of the reasons why this happens is that by this time, in traditional education, students are taught to acquire only ready-made knowledge, while the use of modern technologies teaches them to search for the knowledge they possess, independently study and think, analyze, and even draw the final conclusions themselves. The teacher in this process creates conditions for the development, formation, acquisition and education of the individual and at the same time performs the function of management, directing. Today in education, modern technologies such as "smart attack", "Mind attack", "networks" method, "Sinkveyn", "BBB", "fifth plus", "6x6x6", "discussion", "role play", FSMU, "work in small groups", "rounded snow", "Zigzag", "let me say The Last Word" are used.

It will give a positive result if it is used in the lessons of repetition or strengthening of the game-tasks during the lessons. The choice of what kind of a game task should depend on the type of lesson, the level at which students are taught to perform the game tasks, their level of knowledge, the possibilities of independent creative work, the ability to quickly restore the learned in memory, the extent to which creativity is also formed.

In education, attention is paid to the issue of thinking the personality of the reader, understanding the thoughts of other people and teaching this idea to make literate statements in oral and written form, the main role is played by the perfection of an independent thinking, speech culture developed literate person. The lifestyle, cultural creativity of the nation is studied on the basis of its rich historical heritage.

ACKNOWLEDGEMENT AND RESULTS

Today, the teacher requires the use of advanced pedagogical and new information technologies in the educational process. Proceeding from the above, based on our experience, we will describe our thoughts on the ways of teaching and learning through the use of interactive techniques in the lessons. We think that it will provide practical assistance to our colleagues in increasing the effectiveness of training. It also becomes one of their close assistants in the performance of a responsible task, such as the selection of students for their direction and the formation of skills in preparation for an independent life. Below we give recommendations on the application of modern methods of teaching on the basis of some topics in the cross-section of classes. You use it with a creative approach, and in response to the thoughts of our first president: "let's look for answers to the question of what we are doing today, in order to arouse pride and pride in our children, a sense of loyalty to our sacred Mother Earth", we hope that you will add your own sense of achievement.

The law on education says a lot about the search for and introduction of new ways of teaching in the national program of Personnel Training. Teaching children in primary classes the formation of elements of national and universal education in them should be expressed in the process of modern primary education. In the process of Primary Education, various methods are used. But there is a method, which provides a close relationship between the teacher and the pupil, this very process of the lesson is called "Play".

In this, almost all students take part and act. In the process, students learn something. All moves, both excellent and high school students and general students pull briskly. Because the children who are sitting in the classroom have recently come from the world of games. If the teacher makes it interesting to think about educational games, the child will wake up with a feeling of "surprise", this process of Education will not be forgotten by the students, and the goal envisaged in the game will go to the formation. Games are of two different importance, they are educational and educational.

Educational significance is that the knowledge, skills, skills that are given by the teacher in children is mastered through play. Through knowledge, skills and skills, which are integrated with children, such attributes as morality, labor, and patriotism are formed and become of educational importance. There are several types of educational games. They are grammatical, didactic puzzles, problematic games.

Currently, aspiring and experienced teachers achieve effective results by combining the educational process with didactic play in accelerating cognitive performance. Didactic game application can be used in the process of explaining a new topic, strengthening it, testing and evaluation of children's knowledge. The teacher should prepare the students for the individual, and then group games, after they have successfully come out, conduct mass play lessons. Because, students must have acquired the necessary knowledge, skills and skills to participate in didactic game lessons. It is better for the child to work than to sit dumbly, repeating what the teacher said, thinking in any case.

The cognitive activity of the child begins at a young age. Only in that period will Knowledge activity be built on the basis of games. School life differs from family or kindergarten conditions in external and internal aspects. A child who comes to the first class feels school, but cannot

adapt to this process. That is why it is necessary to carry out the transfer of knowledge to the child through the game. To teach children only a serious lesson, to give superimposed theoretical knowledge, to arm them with the rules, will cause them to be bored and will remain ragged. A child who is tired of mental strain is illiterate. For this reason, we must encourage children to think tirelessly with the help of games, to travel to the world of fantasy, to educate themselves in ways that they want without mental strain.

In the process of working in primary classes, one must be able to think, look for new educational tools, and be creative. Attractive names of games attract children's attention, do not get tired of them, creative emotions in relation to the lesson. They can also be entered in the middle, end or beginning of the lesson, the subject should be chosen taking into account the purpose and character of the game.

REFERENCES

1. Bazarova, N., Gulyamova, G., Ziyamukhamedova, S., & Rasulmuhamedova, D. (2019). The basis of the word "heart" to become a poetic image. *Journal of Advanced Research in Dynamical and Control Systems*, 11(7), 982-991.
2. Gulnora, G. (2019). TRANSFORMATION METHOD AT TRANSLATION OF LITERARY TEXT. *Word International Art Magazine*, 1(5).
3. Yakubovna, G. G. (2019). RELATIONSHIPS OF LEGAL TERMS. *European Journal of Research and Reflection in Educational Sciences* Vol, 7(11).
4. Gulyamova, G. Y. (2019). Legal Thesaurus–Factor Ensuring Terms Monosemanticity. *Eastern European Scientific Journal*, (1).
5. *Electronic Research Journal of Social Sciences and Humanities* Vol 2: Issue IIISSN: 2706 – 8242 www.eresearchjournal.com Apr - Jun 2020p