

UZBEK DIDACTIC GAMES IN LANGUAGE LESSONS

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ABSTRACT

It is necessary to widely use didactic games in the educational process today, because it gives the student the opportunity to learn the world in other ways than in the usual way of teaching. The article presents new methods of teaching O'zbek.

KEYWORDS: "Chain Of Words", "Fifteen Questions Per Letter", "Word Within A Word", "Top Down And Vice Versa", "Hidden Letter", "Miracle Boxes".

INTRODUCTION

Bringing non-traditional methods to o'zbek language classes and integrating them into the educational content, finding new ways of teaching, creates the basis for meeting the requirements of the State Education Standards. The role of native language and literature classes is incomparable in the development of the human personality in all aspects, in awakening a sense of respect for universal and national values in the growing young generation, in developing a sense of pride in the national language and the traditions of their people. Therefore, it is necessary for teachers of mother tongue and literature to organize their lessons with these goals in mind.

At the moment, during the lesson, "Pantonym phrase", "Ingenuity", "Fish swims", "Lily flower", "Travel game", "Sequence", "Prove your opinion!", "Find a pair!", "Hurry up" Innovative games such as "game", "Court lesson", "Buds string" create a number of conveniences in achieving the intended goal. Among them, especially in any type of lesson - whether it is the formation of new concepts, knowledge, skills and competencies, whether it is reinforcing and testing or mixed type - the use of a didactic game gives the expected effect. Because the educational process is a living, living organism that always needs improvement and renewal. Therefore, today teachers are required to research new methods of education as much as possible. In today's age of advanced information technologies, students don't like the same lessons, they get bored. As a result, students cannot master the lesson well.

In this article, we aim to clarify the ways of using game methods in the process of growing and developing the students' oral and written speech in o'zbek language teaching, and to give a guide to the science teacher on organizing and conducting games.

According to the psychological and philosophical dictionaries, the game is a form of activity aimed at the application and acquisition of social experience in the fields of science and culture related to the individual in conditional situations of the movement of individuals and objects

using socially reinforced methods. At the same time, each game is played according to certain rules. It is important to pay attention to the fact that following the rules of the game is like “the decision is firm, there is no room for appeal”. This is what makes every participant want to win the game.

Today, it is necessary to widely use the game method in the educational process, because it gives the student the opportunity to learn the world in other ways than in the usual form of teaching: in this process, imagination and independent research in finding the answer, as well as a new look at already known facts and events, supplementing and expanding knowledge are allowed, allows to connect with other separate events, to produce results and to distinguish between them.

The game encourages the student to compare himself with other students and evaluate them accordingly. Learning to judge yourself is a necessary skill that will help you throughout your life. Not being able to correctly assess one's capabilities prevents the development of the qualities of determination, stability and strength in a person's character. Usually, in the game, not the child who knows a lot, but the children who have developed thinking skills, who can observe the progress of the game and can assess the situation correctly, accurately and quickly, that is, not only those who have a good “memory store”, but from the riches in this “memory store” will win those who use it wisely will be lucky.

The game requires the cooperation of the whole team. It creates an atmosphere of healthy competition that develops students' creative abilities. In the hands of a good organizer, the game becomes a weapon that requires a lot of mental pressure from the players, and at the same time gives them pleasure. We found it necessary to describe the procedure of some of the philological games that enrich the educational process in the mother tongue classes and increase the effectiveness of the practical application of the acquired theoretical knowledge, using the example of nouns.

“CHAIN OF WORDS”

Pupils are asked to make a chain of words related to nouns. In this case, the next word must start with the last letter of the previous word. For example:

Cheese-eagle-earth-theatre-e-book-kangaroo-observation...

This competition is based on speed, and the student who makes the most word chains in a certain time is the winner.

The game condition can be complicated by creating a chain of only one-syllable words:

Nag-gad-dad-dab-back-keg...

“FIFTEEN QUESTIONS FOR ONE LETTER”

The teacher writes fifteen questions on the board based on the table below (if the question is written on a piece of paper, it can be used several times). Then the teacher says a letter, the students write in their notebooks the words that start with that letter followed by the corresponding number. For example, let's take the letter “m”, the answers can be:

Number	Question	Answer
1	Writer	Marie de France
2	Artist	Mary Mc Crossan
3	Composer	Madin, Henri

4	A work of art	The Magician: A novel by Colm Toibin
5	Feature film	My dog skip (comedy drama film)
6	Cartoon	Mulan, Mickey Mouse
7	Object	Mirror
8	Animal	Mouse
9	Bird	Mountain Seril
10	Flower	Moonflower vine
11	Plant	Magnolia
12	City	Miami
13	Country	Madagascar
14	Name	Michael
15	Proverb	Man proposes, God disposes

In this game, the student who writes the answers quickly and correctly first wins. Depending on the level of preparation of students, the nature and number of questions can be changed.

It is advisable to use letters whose answers are easy to find in the game - a, b, g, l, s and other letters.

“A WORD WITHIN A WORD”

Students are given a six-seven-letter word (at least three of which must be vowels). Students must use these letters to make new words within a certain time period (3-5 minutes). Whoever makes the newest words in the time limit wins. For example, the following words can be made from the word "elegance":

Charm, delicacy, dignity, gentility, grace, grandeur, luxury, magnificence.

The teacher says: “Time is up!” after the sentence, the students stop writing and one of them reads aloud what he wrote, while the others compare what they wrote with what he said. If they meet the same words, they draw a line over it. The winner is the one with the most un-underlined words.

“TOP TO BOTTOM AND VICE VERSA”

The teacher instructs the students to write a word consisting of 4 or 5 letters in columns. Depending on the number of letters in the selected word, a table of 4x4 or 5x5 cells is drawn from the column. The last cell of the table is instructed to write the word from the first column from bottom to top. Under the guidance of the teacher, students fill in the blank boxes in the middle of the table with the corresponding letters and form new words. For example, the following words are formed from the word “falcon”:

Top to bottom	Vice versa
F	T
R	I
U	U
I	R
T	F

F	A	B	L	E
R	A	D	I	O
U	N	F	I	T
I	D	I	O	M
T	A	B	L	E

The student who fills the boxes first is the winner. Do not forget that not all words are suitable for this game. For this reason, the teacher is required to preview the words to be used in the game.

“THE HIDDEN LETTER”

In this game, students are asked to replace the dots with letters representing vowel sounds to form a new word:

...ea... - deaf, dead, cease, peace

The condition of the game can be slightly changed and made more complicated: instead of dots, make new words by using letters representing consonants:

....ck.... -aback, o'clock, lack, tack

In this game, the student who writes the most words in the specified time period wins.

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