

**PRIMARY GRADE LESSONS AND DIDACTIC IN THE GAME THE USE OF THE
GAME IN THEORETICAL AND PEDAGOGICAL PRINCIPLES*****Deykanova Rano Bakirovna****Teacher of Tashkent University of Applied Sciences*[*ranodeykanova@gmail.com*](mailto:ranodeykanova@gmail.com)

Annotatsiya: Lessons for the use of didactic games and game in this article in primary school pedagogical specialties on the basis that they may possess the necessary knowledge and initial professional activity that are necessary for knowledge, skills and abilities as well as provides information about the actual functions of the educational institutions to support the position.

Key words: Didactic games, relationship, education, potential, innovative technology, professional knowledge, psychological-pedagogical diagnosis, correction, reading, motives, game.

With the development of society is not only a high economic potential of the country, but this is how every person is a combination of find and the identities of potential development, with a focus on implemented innovations were also measured. Therefore, to increase the effectiveness of the education system, modern readers are armed with the knowledge and practical skills and qualifications to the introduction of foreign advanced experience is today one of the main tasks of the study and practice of education. At present, using innovative pedagogical technologies in the educational process, which is to raise the efficiency of educational interest, attention day-to-day has been increased. The knowledge about the application of modern technology taking lessons pupils find themselves looking, told the independent study to analyze even the antichrist also produced the conclusion is focused on themselves. the teacher in this process the individual and team development, formation, education creates conditions of care and nurturing at the same time, management, leadership, performs the function at. In the process of training, such as the reader becomes the main figura. Today, the interactive organization of education in educational institutions of the republic, along with the technology of the game are used during the lesson:

a certain type of game, there is not a classification.

The life of the child in after school from kindergarten play an important role in the initial periods. Therefore, the period of primary education, the education process in the most responsible period. At this time, the output of children's literacy, along with his outlook occurs in the development of skills to contemplate.

Children's educational activities plays a big role in the development of the use of various games. Through the game children improved their knowledge and forth deep her master. Judging from this aspect, which are used in the process of education is an important didactic role of the game. Didactic games increases the effectiveness of the educational process, active in the learning process of students that provide the development of reading motives. Pedagogical technologies in the organization of the educational process on the basis of local read also plays an important role.

Didactic games in the primary school education training to become effective readers to know to successfully manage the activities is a big help too, that is, by means of didactic games easily master the theoretical knowledge, the readers to get knowledge increases the interest.

Didactic games in the classroom not only primary, but also in the next stage of education to the knowledge of the readers also can be a great motivation to the development of passion.

Reference master's especially difficult to increase the capacity of such month readers to know the effective impact. "All of us very well, as it is known to all children in primary school science of the soul an indelible mark into the bark of the white trail that sharing half a brain is going to be written" (O' Hoshimov).

In many ways the future of independent Uzbekistan is perfect, the generation of intellectual capacities and to give him depends on the quality of education. The republic of uzbekistan in the formation and activity of the younger generation to know the goal of continuing to develop go, objectives, content and methods of the study be carried out without the have to rely on scientific and scientific-pedagogical basis of the problem yeshilishi the readers creative thinking, and active in them to master the knowledge, to know the issues related to the formation of independent activities.

Thus, to develop their activities to go with school students to know at the age of small, practical skills to form one of the tasks is the pressing issues of today. Readers to know the form of the activity in the primary grades, develop innovative education go to our teachers by using technology in their lessons interesting by the organization are required to undergo. The process of the formation of their cognitive development the younger generation, and without the ability to know the level of thinking tarbiyalanganlik ta' education - the educational process effectively is difficult to establish.

In many cases connected with the content of educational games selected without asalan, sensors to accept games, filologik games, related games introduce nature and others.

The game can be according to the material classification:

- Using the topic-playing games (toys, natural things and others) to young children because it belongs to receive them directly based on the kid's dealing with things in this way to get acquainted with it to try and fit.
- Playing games on the table also using the subject-based on visual aids such as playing games, but this game itself is not the subject of children, a picture of them is given. Didactic toys on the table as the development of effective and independent cognitive activity-playing games according to the purpose if it is used in literature classes.
- Words game is somewhat more difficult, you don't have to use the subject in this type of game. Children in their impression, they should be relied on to games like this. Also, the thinking ability of children and serve the development of these types of games to discuss the children themselves independent, to rely on the opinions of others without release, conclusions, logical learn to notice the error.

“Abdulla Avloniy” - if you don't want to educate pedagogical comprehensive human, then a human recipients comprehensive study of the necessary” - that I did not avail.

Visual education games that teachers and children include the movement of the speech, as a result, in perception (see, hear, skin sensations in the character of the unit) is the birth of. This teacher to get the child thinking about what he said and those expressed aytilganlarni dajjal, i.e. the rules of didactic games allows the readers to do it for themselves.

To effect the emotions of the games the children, the study explains the content of a trait of interest and a positive attitude to find. The game has excellent children will perform with satisfaction. while they will look forward to the beginning of the game, the landscape of the day in their minds involuntary joyful training in the future of the republic of the congo.

The majority of the children in each game makes you a part of or the whole graders.

For example, the “Framework examples” in addressing the issue of all the children in the game, "the chain far"at 10, “Do‘konchi” at 8-12 children, “the far ladder” while nearly all the students at the issues were solved and so on.

In addition, some of the children are taking a direct part in the process of one of the game even if they participate directly in the game by means of gestures. For example, closed his eyes, one he did not listen to knock a few times, “best accountant”, “One more accurate and faster” as their partner in the game is the example of how right-wrong yechayotganlarini will track. This allows the teachers to the students in relationship to the individual activities. We know they do not grow only at the education of children, but they are also in the process of the game to be in harmony, learn to know life.

In this game their children themselves, manage, learn to know it should be noted that keep. Makes these games the children disciplined.

Pupils of school age activities occupy the main place in the game tiny. Young readers and psychological feature that have come out in the game world and in the means of self interest in order to meet the main tool. Lighten the process of mastering knowledge and educational games through the game in order to give you the knowledge created.

Educational games creative activity to show readers, language learners teach:

the essence of the event to realize to conclusions and judge independently, and demonstrate to the reader to convey the identity of each of the review free, creates a wide opportunity to protect your own perspective. Efficiency, acumen, topqirlik, persistence, explain to overcome the difficulty of learning independent qualities like you find the content often is done through educational games.

Educational games can be made by the creativity of the teachers. These games for school readers. the team was to understand children through the game. training to accomplish conscious than himself is in a relationship. Each training in the process of voluntary attention to the work throws. be advanced in the game, strives to win. Plays a very important role in the life of school children. In the same period, the environment, society and the labor of man, the schoolpossesses the knowledge about china. The night is busy with the game, if the child's school activity is

adapted to the internal rules of suddenly showing free walking arguably, its easy not to attend night classes on the basis of the established order timely. This is due to the small school age children takes a very active part in the lesson associated with the game. We teachers taking this into account, the lessons that we can add elements to the game and should be more education and effective use for educational purposes. Step back to school today for the first time, the students who was a game of yesterday's lesson. To get the materials, which will help in children in the primary school mastered agile, one of the events hozirjavob- to-one comparison, is the period of formation of positive qualities such as attentiveness. Designed with primary school students to rely on those that care and mastered to achieve to get knowledge you should go do it.

Imagine the reader is a student after school certain practical and spiritual preparation. Its function will change. A night - gets 4 hours of average education in the daytime.

Children today yesterday attention for about 40-45 minutes into a place of dialogue with the teacher. the reception and perception of educational information. Those teachers are uninterested at the same time, irresponsible, let's make this status if the status of remain in sync with his parents, parents also to help the helpless, to control the "no time" if you empty those students in the master reference, undisciplined learners they will become bad.

Skillful teachers are masters of their profession selfless at the same time, those readers will capture their mercy, win the trust of the classes of interest. Because of the small pupils of school age games and committing himself performs the work will yield great satisfaction from doing so. A game element to the process of the child's daily lessons in life skills and the introduction of the qualification gained as a result of the launch of the child himself felt very light, free-moving, it also gets a little rest. This feature uses advanced outbound lessons from teachers to kids make up these effective opportunity. The result, of course it won't be bad.

But the reader with an informed interest to participate in the lesson if they are an active part in the fulfillment of exercise, if it gets mastered being granted full knowledge of. Readers are also considering options o'rganiladigan take in knowledge in the next lesson, despite the fact leads to the same lessons of sessions organized to be boring. Such training lessons no interest doesn't. This ultimately leads to reduced active student.

Game one-two persons should not remain confined to attend the child's active. Her readers the most part, all must be active to attend, if possible. Children will educate the public in the spirit of the game because of. if performance is conducted in children games team since the active qatnashgandagina can achieve the ultimate goal of all its members. All pupils in the way of a purpose in this lesson I will try. All winners strives to be. Such a condition increases the responsibility of each student. The answer is letting the reader will try to justify the confidence of their own group. If you give the wrong answer, the children felt uncomfortable in front of himself, and in some cases self-koyiydi. Searching for ready for the next game. Such lessons will encourage children to read more. nashidasini birgalashib motivate you to push to victory.

"Like that every individual by name, and say," that in the game of the fourth graders flat geometric figura like in order to distinguish by their names, that is to say, they show the knowledge about how accurate and robust geometric figura.

For example, on the table, triangular, and rectangular, circles, half circles girth (half circle), and spatial figura figura other.

Pupils, for example, what color and how big are whatever in this turtburchak, and that each of them has its own name called a frame (square, rom, trapetsiya, parallelogram, right frame), called together. the smile from the face of the child during the game arimas and every one participates.



“Framework examples” of all the children in the game find the answer for the example, the next example begins with the same number. In the end, the first answer must correspond to the written number.hence the game takes.

“By the stairs stairs” written example is the spread of the cards in the game the students. Children are attached to the whiteboard tab of the stairs of cards. Depending on the answer of the example, the second example is the beginning,hence you will need to place it next to the stairs.Example of the stairs from the cards, hence the children are formed.

$$589 - 272$$

$$317+441$$

$$758-514$$

$$244+715$$

$$959-836$$

$$123+456$$

$$579-214$$

$$365$$

“Quick responses” game

- What comes after that? (Today)

- The name of tezyurar train? (Afrosiab)
- The founder of the science of medicine . . . (Abu Ali Ibn Sina)
- The source of knowledge . . . (Book)
- Rich in our national- . . . (Cotton)
- Which is the most cunning animal ? (Fox)
- Gold expensive thing ? (time)
- A few hours a day ? (24 hours)
- Most small three room number ... (100)
- Who is number 4 of practice on the scientist explained ? (Al-Khwarizmi)
- Conclusion words “Loose - increased its” material said.

Literature:

1. Mirziyoyev Sh.M. Buyuk kelajagimizni mard va olijanob halqimiz bilan birga
2. quramiz. – T.: “O‘zbekiston”, 2017. – 488 b.
3. Qosimova.K va boshqalar “Ona tili o‘qitish metodikasi”. 2009 yil
4. T. G‘afforova va b. 2-sinf o‘qish darsligi T-2018 yil
5. M.Umarova va b. 3-sinf o‘qish darsligi 2019 yil
6. Qudratova, S. B., Atenov, J. D., & Normurodov, S. Z. (2025). BOSHLANG ‘ICH TA’LIMDA STEAM TA’LIM TEXNOLOGIYASI FANINING UMUMIY ASOSLARI, PREDMETI VA VAZIFALARI. Inter education & global study, (2), 142-153.
7. Qudratova, S., & Azizova, D. (2024). BOSHLANG‘ICH SINIF O‘QUVCHILARIDA MATEMATIK TASAVVURLARNI SHAKLLANTIRISH. Modern Science and Research, 3(12), 305-311.
8. Qudratova, S., & Tilovboyeva, S. (2024). BOSHLANG‘ICH TA’LIMDA TAHSIL OLUVCHI TALABALARGA ZAMONAVIY BILIMLAR BERISH. Modern Science and Research, 3(12), 378-382.
9. Qudratova, S., & Tilovboyeva, S. (2024). SYSTEM FOR THE USE OF INTERNATIONAL EXPERIENCE IN THE ORGANIZATION OF CLASSES FOR STUDENTS. Академические исследования в современной науке, 3(48), 160-164.
10. www kitob.uz
11. www pedagog.uz