

THE ADVANTAGES OF USING PEDAGOGICAL TECHNIQUES IN PRIMARY SCHOOL LESSONS

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INTRODUCTION

Education is a joint activity of a teacher and students; in this process, the development of personality, its training and education are realized. During the lessons, the teacher conveys his knowledge, skills and abilities to students through exercises, and students acquire the ability to use them as a result of their mastery. In the learning process, students use different forms of learning, that is, they rely on certain differences in the receipt, processing and application of the information being studied. In the learning process, issues of education and upbringing are resolved in the form of cooperation between teachers and students during classes, independent work of students, and extracurricular activities. In recent years, new pedagogical technologies, innovations, new pedagogical and psychological concepts have appeared, the development and implementation by the teacher of interactive methods that increase students' interest in the lesson. One of the most important requirements for the organization is to achieve high results in the lesson. in a short time, without spending too much mental and physical effort. The methods that form the basis of this experiment are called interactive methods.

LITERARY ANALYSIS AND METHODOLOGY

The famous teacher Burkhaniddin Zarnudji in his work "Guide to Education for Schoolchildren" wrote: "Each of you strives to acquire kindness, but the most important thing is the repetition of knowledge in people. You only need to acquire knowledge in these six cases." These are: intelligence, prudence, strong desire, endurance, little food and drink, pedagogical education and enough time to acquire knowledge.

Y. A. Komensky approved this rule and wrote: "It is necessary to distribute educational material so that the child first learns very close and clear things, then what is not so far away, then more distant and, finally, the most distant. most allow him to learn distant things."

Interactive methods are methods that implement the learning process in the interaction and interaction of students. The word "interactive" comes from the English language "interact", i.e. "inter" means mutual, "act" means action, influence, activity.

Interactive methods are used to achieve high results in a short time without spending too much mental and physical effort, holds the target. The main goals and objectives of the interactive method:

1. Teach students to think independently, creatively, critically, logically.
2. Solving a problem situation based on practical and life problems.
3. Force yourself to think for yourself.
4. Activation.
5. Encourage students to be organized and focused.
6. Formation of friendly relations.
7. Reflection.

When choosing interactive methods, you should pay attention to the following.

- compliance with the content of the lesson;
- full compliance with the capabilities of students;
- attention to the development of education;
- compliance with the forms of organization of the educational process.

In fact, in primary education, a child develops intelligence, outlook, literacy, logical thinking, oral and written language skills. Methods that take into account the curiosity and needs of primary school students are used effectively. In this regard, "Analysis of Concepts" should be used "", "Charkhpalak", "Zinama-zina", as well as didactic games "I will test myself", "It cannot be", "Find the odd one", "Find a pair". The "Concept Analysis", "Charkhpalak", "Zinama-zina" methods can be used in all academic subjects taught in primary school. When using these methods in the lesson, you can work in pairs or small groups. It is suggested to show your best side. This method helps to develop public speaking skills in addition to creative abilities.

Word for Word Method:

This game encourages students to increase their vocabulary, recall and expand their logical thinking. The teacher writes a word on the board, then the teacher asks them to form another word using the letters of the same word within a certain time. If yes, then the student wins and his encourages, for example, a teacher; Zanjir - anzhir, dayis, zina, arz, ariza, jar, ranj.

"WHO WINS" METHOD:

This game encourages students to further strengthen their knowledge of the topic being studied. The main thing is that students fight both for victory and for gaining additional knowledge. In this game we divide students into two groups and name them. You give them a certain amount of time to prepare. Which group members will say more and more relevant information on the topic, that group will win.

A modern teacher must understand that during a lesson he should not be an "actor", but a "director". To do this, he must be familiar with several new teaching methods. Interactive methods make it possible to achieve high results in a short time without spending too much mental and physical effort. In the modern rapidly developing era, the

role of the teacher is great in teaching students to think independently and creatively, to develop the ability to work independently. This is one of the most pressing tasks, facing every teacher is the correct use of innovative methods of new pedagogical technology during the lesson and the independent development of students.

Thought Cloud Method - This method is considered a variation of the "class" method and helps create conditions for students to think freely and openly about a random problem and freely express their personal opinions. This method requires the identification of a structure that makes it possible to think between different ideas. Play occupies a central place in the activities of a child entering the first grade after he sets foot on the threshold of school. Play is their favorite activity, and they combine any activity with play. Therefore, the teacher should use favorite activities and games, that is, methods from the students' activities.

RESULTS

We classify didactic games used in the educational process in two ways according to their content and form of implementation.

1. By content.

2. According to the form of implementation.

- Based on content, didactic games are divided into the following types: quiet games; dynamic games; mixed type games.

- Based on their form, didactic games are divided into the following types: competitive games, stage games.

The "Cluster" method is a specific form of pedagogical and didactic strategy that helps students create conditions for free, open thinking on arbitrary problems (topics) and free expression of their opinions. is not aimed at a specific subject. This method serves to ensure that the activities of thinking are in harmony until a particular topic is thoroughly and thoroughly mastered by the students.

"Discussion" method;

- in this case, the teacher asks one problem situation (question), the students are divided into two groups and solve the situation.

"Blitz game" method;

It is aimed at teaching how to correctly organize a sequence of actions, think logically, and choose what is necessary from a variety of different ideas and information based on the subject being studied.

In mathematics lessons, you can prepare and use the "Game Problems" program. Various materials are presented on many topics studied in primary school. Various tasks of different levels of complexity contribute to the development of the perception and creative abilities of each student. The use of computer-animated slides when solving problems increases interest in the lesson. In elementary grades, slide films with animated tasks can be used for movement. To create such slides, you can use animated pictures from the Internet. .

The priority task is to organize classes based on advanced pedagogical technologies, teach students to work independently, wisely use information technologies, improve the quality of mastering the taught subject, one of them is the use of modern information technologies. such as “Let's learn to count”, “Alphabet lessons”, “Algebra”, “5x5”, created by RTM for primary school students, are interesting, suitable for the age of the students, easy to use, develop their intellectual potential, and are logical. This is important because it requires observation.

“Let's learn to count” is an electronic textbook in mathematics for primary school students. Thanks to the development of this electronic lesson, elementary school students will develop the ability to use a computer device “mouse” along with the ability to perform simple operations. "Algebra" is a program intended for use in mathematics lessons in 1st grade." popular artistic and scientific articles of various genres are presented. As is known, in a work of fiction, life is taught through images of life. If the stories in the reading book are performed with the participation of students, the lesson will be meaningful and interesting and will remain in the student’s memory for a long time.

You can prepare and use electronic textbooks in a reading lesson in 1st grade. It can provide various interesting visual and audio materials for the sound-letter analysis of a word, the structure of the syllables of a word, and the study of some orthograms. Bright pictures, wonderful, interesting tasks help to increase interest in the native language among younger children schoolchildren, allow them to get acquainted with educational material in a playful way, provide ample opportunities for self-control and educational reflection.

CONCLUSION:

Younger students still have an interest in games, more interesting methods should be used for them, students can more easily remember lessons learned through games, and students' interest in the lesson increases. And the use of modern technologies is also effective.

In recent years, we have been taking measures to develop education. At the same time, the teacher must have such knowledge to meet the needs of the student. Especially, as we mentioned above, the primary class. We have set ourselves the goal of improving the quality of lessons, starting with the students, he must be in able to compete using their knowledge. The purpose of the article is to achieve cooperation in the future.

In the process of education, it is expected to further expand the knowledge, skills and qualifications of students, provide them with solid theoretical and practical knowledge, improve their professional skills, and ensure that they can use the technologies of the future. Interactive is derivative and means “between”, i.e. it forms learning between student and teacher using modern teaching methods and technologies. Students need to expand and strengthen their knowledge and build their confidence and abilities.

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