



## Features of the Use of Mind-Numbing Didactic Games in Primary School

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**Abstract:** Development of student's mental abilities through the use of age specific and educational didactic games in primary school.

**Keywords:** elementary class, didactic game, didactic requirement, education, education, mental education, mental ability, age-specific feature, mind-blowing games, motivation, innovation, integration, competence, pedagogical skill, pedagogical treatment, play activities, curiosity, mobility, constructive, first teacher.

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The fact that the Republic of Uzbekistan has gained state independence, chosen and developed a specific path of economic and social development requires the development of modern didactic development of the content of education and the teaching process. The Law of the Republic of Uzbekistan "On Education" and the "National Training Program" define the main directions and prospects of educating the younger generation. The National Training Program outlines the main directions of radical education reform. It states that "Continuing education creates the necessary conditions for the formation of a creative, socially active, spiritually rich person and the rapid training of highly qualified and competitive personnel." The program also states: "Creation of advanced pedagogical technologies of teaching, modern teaching methods and didactic support of the educational process" is one of the main tasks of general secondary education.

Today we live in a peaceful, serene, in a sense developed independent Republic of Uzbekistan. The future of our free and prosperous country depends on the quality of education of today's youth. Today, the Republic of Uzbekistan has a wide range of opportunities for the education of the younger generation. President Shavkat Mirziyoyev asked, "What will bother you if I ask you? If you ask, I will answer that it is the education and upbringing of our children," he said in his speech. "Another important issue that we are always thinking about is the morals, the behavior of our young people, in a word, their worldview," he said. Today the world is changing rapidly. Who are the young people who feel these changes the most? May the young people meet the requirements of their time, but at the same time not forget about themselves. May the call of who we are and what a generation of great people always resonate in their hearts and motivate them to remain true to themselves. How do we achieve this? At the expense of education, upbringing and only education, "said the President.

As our first President Islam Karimov said, "OUR CHILDREN MUST BE STRONGER, WISE, and EDUCATED AND OF COURSE HAPPY." So what do we need to focus on and do? These

questions are answered in the orders and decisions of our President Sh. Mirziyoyev, in various laws and codes. The challenge for teachers and students today is to make the most of these opportunities.

“Did the architect bend the first brick?

When it reaches the star, it is a crooked wall,” said Jalaliddin Rumi.

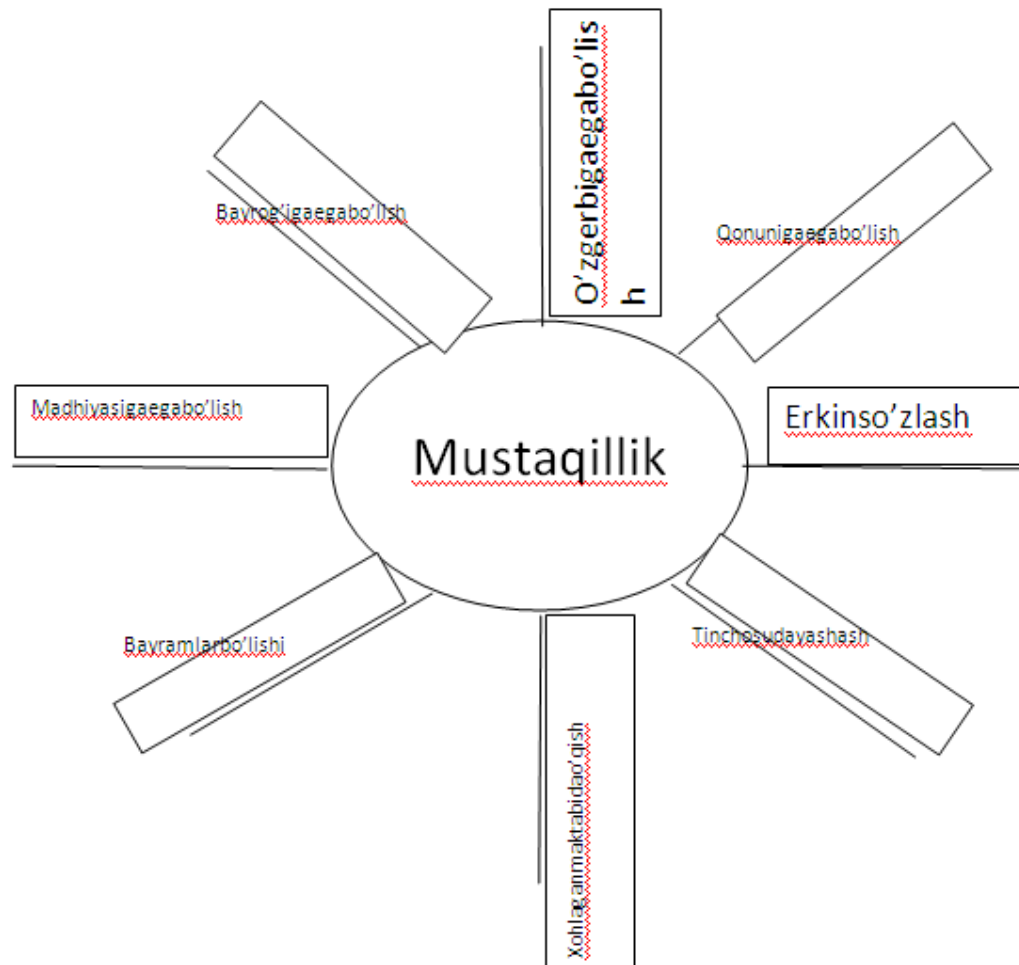
In fact, if the foundation stone is not laid correctly, it will remain crooked no matter how much you polish it in the future. That is why the foundation is important. This is the cornerstone of primary school teachers in educational institutions, the knowledge they impart to children will serve as a foundation for their future lives. That's why elementary school teachers need to be very responsible in their work. The primary school teacher, the "first teacher", not only educates children who have just entered school, but first of all, it is necessary to adapt children to school life. The use of various didactic games, pedagogical technologies and methods will help the teacher. Didactic games include educational demonstrations, teacher speech, and children's movement. As a result, there is unity in perception (sight, hearing, skin). This allows the children to think about what the teacher is saying and to express what is being said.

It is a well-known fact that the main activity of primary school students is play. As first-graders take their first steps into school, the concepts of lesson and lesson rules are new to them, and it is very difficult and difficult to master all the information provided by the teacher by listening to the lesson without moving for 45 minutes at a time. At this time, in order to adapt the children to the lesson, it is important for the teacher to use mind-numbing didactic games that have educational and pedagogical value, facilitating the mastery of various topics in the lesson. In other words, the use of mind-boggling didactic games in the classroom, when children feel bored (tiredness, fatigue), does not deviate from the topic, prevents boredom, fatigue, and children enjoy the game. Play affects their emotions, increases their interest in the lesson and increases the effectiveness of education.

The use of mind-numbing didactic games in the classroom helps students to communicate freely, to express themselves freely, to take a holistic approach to something at the same time, to strengthen memory and to develop mental abilities. In addition, each game may involve more than one student or the whole class, which helps the teacher determine how well all students have mastered. In addition, didactic games motivate students to come to school and participate in the classroom.

As in other grades, mind-boggling didactic games can be used in elementary school in all subjects and in all classes. Only these games should be organized according to the age, level and, of course, the theme of the students. Let's look at the process of using one of these didactic games in the first lesson of the school year in the independence lesson:

After a conversation with the students about how the holiday went, what they did for a living, what they learned, they were asked what they should do during the holiday and were evaluated and asked what “Independence” is. a mental attack is carried out on the fact that This method helps students to think broadly and comprehensively, as well as to develop certain skills and competencies in the use of their thoughts and ideas. The teacher listens to the students' ideas and expresses the relevant ideas in a diagram:



Students will be given full information about independence. Through this game, a teacher who finds out what students know about independence will focus more on aspects they don't know.

Elementary math is unimaginable without mind-numbing didactic games. However, the appropriate use of methods and games in the classroom is important. Mathematics itself is a science that develops mental ability, but teaching mathematics to students with numbers and science alone is not effective. Didactic games can be used at the beginning of a new lesson or to reinforce a previous lesson to increase students' interest in the lesson. In the process of play, students' learning process is facilitated, they learn to interact with different subjects, as well as interdisciplinary integration, and students develop a culture of communication, speaking skills, vocational training, language skills and other characteristics. . The following didactic games develop students' mental abilities and thinking, and increase the interest of students in the educational process:

- ✓ I check myself;
- ✓ Two-sided diary
- ✓ Day and night
- ✓ No way
- ✓ Continue
- ✓ Circular examples
- ✓ Safar

- ✓ Mysterious end
- ✓ Find the surplus
- ✓ Chain
- ✓ Game puzzle
- ✓ Rebus
- ✓ Quick response
- ✓ Builder
- ✓ What is missing
- ✓ Fishing and h.

Not much is taught in elementary school, but in high school the process of mastering all the sciences is directly related to this period. For this reason, the teacher not only imparts knowledge of the textbook to primary school students, but also makes it easier for them to master high school subjects by shaping their mental abilities and thinking.

Elementary school students' knowledge of chess, checkers, mental arithmetic, memorization of various riddles, proverbs, poems, various puzzles, Sudoku works strengthen their memory, increase their mental abilities and are often involved in such activities. There are no problems in the process of mastering the sciences in the current student.

Another advantage of using mind-boggling didactic games in elementary school lessons is that interdisciplinary integration is achieved through the use of such games. This, in turn, allows for the simultaneous acquisition or consolidation of knowledge in several disciplines.

For example, after each section of the textbook, there will be a section on "Repetition by Section". In addition to the puzzles and puzzles in the textbook, the game "Find the Mosin" will also work. In this case, three different variants of the key words encountered in the section are written in three columns: Uzbek, Russian, and English. Students are asked to match these words to eliminate confusion in the columns. The following words can be used to review the Grade 2 section "Fairy Tales - Leads to Goodness":

O'zbekcha	Ruscha	Inglizcha
Ertak	сказка	Fary tale
O'g'il	сын	Son
Sovg'a	подарка	gift
Tulki	Лиса	Fox
Xo'roz	Сын петух	Rooster
Aqli	умный	Smart
Bola	Малчик	child
Mushuk	Кошка	Cat
Sichqon	мишка	Mouse
Qarg'a	ворона	Crow

Students from an early age develop their mental abilities, thinkingcomprehensive development, training to apply the knowledge they have acquired,modern forms, tools and methods of developing practical skills and abilitiesidentification is one of the most pressing issues today.

We have come to the following conclusions after Laramie, an organizer of improving the effectiveness of education and their mental abilities through mind-boggling didactic games in the primary grades:

1. Play in the early stages of school after kindergarten plays an important role. Psychologically, they have shifted to mental activity even though they love the game, the training is fun for them develops the motive.
2. Children improve their knowledge through play and it deeply assimilated. Didactic games increase the effectiveness of the educational process increases student activity.
3. Didactic games to make education effective in primary schools also great for the successful management of students 'learning activities that is, theoretical knowledge is easily acquired through didactic games, students 'interest increases.
4. Cognitive opportunities, especially for difficult learners Such games have an effective effect on the increase. They have game-cutting knowledge they do not have difficulty in possession.
5. The use of didactic games in primary school is special requires pedagogical technology. Organize a lesson based on a technological approach clear definition of educational goals in advance by the teacher, requires the design of it and the guaranteed organization of the process.
6. The use of pedagogical technology in the primary grades is specific rules need to be followed. Master them deeply and apply period requirement.
7. Many of the tools and methods of teaching in education the technology of didactic game tools and methods is of particular importance when used earn. Because play activities have many educational and pedagogical functions does: charm, realize one's potential, healing, communicative, interethnic communication, diagnosis, socialization, etc.
8. The game is characterized by creativity. He is as rich an active character as possible Will have a "creative space". Play is an activity, a process, and a method of teaching.
9. Games will be goal-oriented. They are didactic, educational, used for educational and social purposes. Here are some examples of games: "Stairs", "Explanatory Dictionary", "Role-playing games", "6x6 method", "brainstorming", "mental attack" and so on.
10. Didactic games in education serve the purpose of teaching and are fun, interesting, understandable. The kids are alive to win practice with, master the material well.
11. Didactic games are educational demonstrations, teacher speech and involves children's movements. As a result, children can see the learning material; they fully comprehend through hearing and perception.
12. Play children's emotions, creative activities, group action affect their ability to work together. Students during the game they learn to manage themselves independently. Didactic games are very educational contains important positive qualities and attributes that are important: solidarity, discipline, self-control, patience, willpower, cohesiveness and so on.
13. Didactic in the classroom, where each subject has its own characteristics types of games are available and the teacher will have to use them wisely In conclusion, the use of mind-numbing didactic games in primary school lessons both increases students 'knowledge, ensures that the lesson is interesting, and helps to develop students' thinking and improve the quality of education.

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