



## Pedagogical Games Used in Primary School Mother Tongue and Reading Literacy Classes (Grade 2 Example)

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**Abstract:** *The article discusses games used in mother tongue and teaching literacy classes.*

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In order to ensure the implementation of the Decree of the President of the Republic of Uzbekistan dated October 21, 2019 "On measures to radically increase the prestige and status of the Uzbek language as the state language" Concept of development and improvement of language policy" was adopted. This will serve to improve the legislation on the state language in our country and increase the prestige of the Uzbek language in the socio-economic life of our people and in the international arena.

A draft National Curriculum for general secondary schools, which is the mainstay of education today, has been developed. One of the most urgent tasks today is to radically reform the methodology of teaching the Uzbek language, especially the creation of modern textbooks that provide intensive teaching of the Uzbek language to all nationalities and ethnic groups living in the country.

According to the draft national program, in the primary grades, 1st and 2nd grade mother tongue and reading lessons were combined into one subject and called mother tongue and reading literacy. Below we discuss the pedagogical games used to master the topics covered in Part 2 of the Grade 2 textbook.

The book consists of 6 chapters, each of which covers several topics. Chapters begin in Chapter 6. The first theme is called "Cheerful Farm". On this topic

1. Where does he live? Game

Objective: To give children an idea of a new topic.

The teacher puts an A2 display of the farm on the board. The picture should show the habitats of each animal and bird. There is a picture of animals and birds in a separate box. The children find out where each creature lives and stick it in their house. After finding the house of all the creatures, the teacher says that they all formed a farm together and today they will talk about the farm.

2. Who benefits how much?

Objective: To teach children to treat birds well.

The class is divided into groups. For each group, a box with a model of a chicken is prepared. It is filled with egg-shaped cards. On the table are written on the cards in the form of grains various questions about science. The children read and answer the questions. The student who answers correctly gives the grain to the chicken and gets an egg from the chicken. The team with the most eggs wins. The teacher concludes the game: "Guys, you see, whoever gave a lot of grain to the chickens, that group of chickens gave more eggs. If we treat our birds well, they will thank us."

3. Find the opposite.

Objective: To provide children with an initial understanding of antonyms.

The teacher can use the above farm fair. The teacher points to the animals on the farm, says one of their signs, and asks them to find the opposite word. For example, point to a white chicken and ask, "What color is this chicken? What color is the opposite?" asks questions such as. Or he points to a horse and a dog and asks which is higher and which is lower.

and the second, "The Value of Time."

1. "Find the time of year."

The goal is to understand the characters that fit the season. Memorize summer, fall, winter and spring features.

The class is divided into 4 groups. The board will have the names of 4 seasons. The teacher reads the names and asks the children to find the appropriate pictures for the seasons. Each group must find a picture of the given season.

and on the subject of "Strange Inventions."

1. We use unnecessary items. A game called.

In this game, the teacher shows the children how to make things they don't need from our daily lives, and asks the children for similar ideas. For example, medical rubber gloves swell moderately and stick to the table. Inside 10 is a sheet of paper with examples of addition and subtraction. The answers to the examples can be easily found with the help of gloved fingers.

Such as "The Sun is the Source of Energy."

1. Sun grandfather game.

In this case, a large circle is glued to the board. The teacher asks questions. For each correct answer, one sunbeam is attached and the game continues until the sun shines. This game is used to reinforce the lesson. What color is the sun for children? Are the sun's rays hot? What are the sources of the sun? You can ask questions like.

as in the case of the Personal Library

1. Role play: In the library

Objective: To develop children's skills in using the library.

The teacher invites the school librarian to the lesson. One of the students comes to the librarian and asks how to use the library books. The librarian tells you to sign up first. Explains how to become a member. That way, the children can find answers to their questions.

Such as "Find and Use a Word."

1. Make No Mistakes game.

Through this game, children learn to use words in their proper place. First, the teacher introduces the children to the conditions of the game. The teacher says to the first student, "Will you give me your notebook?" The student continues to say to the second student, "Please tell me homework."

on the topic "Samarkand - the cradle of history."

#### 1. Does It Matter?

The teacher shows the children the words given in the two columns. In the first column the words Samarkand, child, meat, and in the second column the words Samarkand, farzan, gosh, respectively, are given. The teacher reads the words to the children and repeats them to the children. He then asks the children to tell the difference in the pronunciation of the words. The conclusion is: "When we pronounce, some words may miss a letter. But we definitely write all the letters in the text."

And on "Children's Songs."

#### 1. Educational game "Find it again".

In this game, the teacher asks what sound we make when we do something in our daily life, when we do something. The children say in voices. The teacher summarizes the results and says that they are used to form repetitive words.

and on the topic of "Rules of the road - the benefits of life."

#### 1. Traffic light educational game.

In this game, the class is divided into groups, and the teacher prepares questions on the topic for each group. Children are shown a green card for correct answers, a yellow card for partial answers, and a red card for incorrect answers. Students in the group with a partial answer can complete the answer. The group with the green light goes up one step. The group that answers the first questions correctly wins.

educational games such as

The book on mother tongue and reading literacy is not only educational, but also rich in educational topics. That's why every game you choose should be educational.

This means that in teaching a native language and reading literacy textbook, the topics covered in the book should take into account the interests of the students, and each topic should be explained in relation to everyday life. When choosing educational games, it is necessary to pay attention to the above features, to make the lesson interesting and to get the child to learn without any stress.

## References

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