

INTERACTIVE TEACHING ACTIVITIES FOR INTERACTIVE CLASSROOMS

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Annotation: This article discusses the use of didactic games as a means of physical education in the development of students' mental qualities through the use of educational games, and on this basis interactive games for the development of students' intellectual activity in the classroom.

Keywords: education system, educational games, adult, educational activity, pedagogical sciences, preschool education, intellectual development, methods.

"Play is a way for children to know the world in which they live and are called to change."

A. M. Gorky

INTRODUCTION

The education system in our country is receiving attention at the level of state policy. The Action Strategy of the Republic of Uzbekistan for 2017-2021 sets tasks to review and further improve the system of preschool education. [1] The purpose of the above resolutions and decrees is to find new ways to solve the problems of mental development of the next generation, firstly, the need to resolve these contradictions, secondly, to improve the process of physical training of the younger generation, methodological and due to the need to study the methodological conditions.

The study of the laws of comprehensive and harmonious upbringing of a child from birth to school is the subject of school pedagogy. It ensures the unity of educational influence of schools and families, the relationship between preschool and school work, the preparation of children for school, the tasks, principles, content, methods, forms and methods of teaching in schools. developed the organization. School pedagogy has become an integral part of the system of pedagogical sciences. [2]

LITERATURE ANALYSIS AND METHODOLOGY

Since ancient times, games have had the function of teaching, reflecting different aspects of life and repeating real labor and domestic situations to master them. They contribute to the development of the necessary skills, the development of abilities. The first games appeared in primitive society as a means of learning and transmitting information. The main task of the primitive man was to bring food for himself and his relatives through hunting. [4,5]

A game is an activity that takes place on two planes at the same time. On the one hand, the game implies the conditionality of the situation and includes a number of conditional elements. On the other hand, the game has a real action and relationship plan because the kids have to agree on what will happen in the game. The game is a unique phenomenon of human culture, its source and peak. From the very beginning of civilization, the game has become a criterion for the manifestation of all important personal characteristics. [4]

Developing games for school-age children is a way to understand the world, a guide to the world around them. With the help of educational games, they get acquainted with colors, shapes, sounds, etc., that is, learn reality. Attention, memory, types and characteristics of imagination develop. Toddlers help each other acquire certain physical, cognitive, and social skills through play. Through educational play, he develops and is nurtured.

RESULTS

Interactive games develop children's emotional abilities. At the heart of a child's knowledge of the environment are the processes of perception and perception. Introducing school-age children to the color, shape, and size of an object made it possible to create a system of didactic games and exercises on sensory education aimed at improving the child's perception of the characteristic features of objects.

Interactive games develop children's speech: vocabulary is replenished and activated, correct pronunciation is formed, consistent speech develops, the ability to express one's thoughts correctly. Some games require children to actively use common, specific concepts, such as "Name a word" or "Name three objects". Finding antonyms, synonyms, and phonetically similar words is the main task of many word games. [5]

School-age students develop ethical ideas about caring for objects and toys as a product of adult labor, norms of behavior, relationships with peers and adults, and positive and negative personal characteristics. The content and rules of the game play a special role in cultivating the moral qualities of the child's personality. The main content of didactic games in working with young children is the acquisition of cultural and hygienic skills by children.

DISCUSSION

Interactive games are an important tool for mentally educating students. The knowledge gained in kindergarten and at home finds practical application and development in play. Repetition of various life events, episodes from fairy tales and stories, the child thinks about what he saw, read and told; the meaning of many events, the meaning of which becomes clearer to him. The representation of life impressions in the game is a complex process. Creative play cannot be subordinated to narrow didactic goals, with the help of which the most important educational tasks are solved. Children choose the role of the play according to their interests, dreams about their future profession. They are still childishly simple, they change several times, but it is very important that the child dreams of participating in work that is beneficial to society. Gradually, in the game, the child develops a general idea of the meaning of labor, the role of different professions. [3]

The use of interactive games in the classroom develops the creative abilities of future students. Fun games create a cheerful mood, complete the lives of children, satisfy their need for activities. In educational play, all aspects of a child's personality are formed in unity and interaction. Children only have the ability to form a friendly team, to instill a sense of camaraderie, to entertain them with games that reflect the work of adults, their good deeds, their relationships. In turn, only by well-organized children's team, you can successfully develop the creative abilities of each child, his activity. [6]

CONCLUSION

In general, interactive play plays an important role in the lives and development of students. In play activities, many positive qualities of the child are formed, interest and preparation for future reading, his cognitive abilities develop. Play is important both in preparing a child for the future and in making his or her current life full and happy.

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