



GEOGRAFIYA DARSLARIDA O'QUVCHILARNING 4K KO'NIKMASINI RIVOJLANTIRISH TEXNOLOGIYASI.

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Abstract: In this article, interesting and creative organization of geography lessons and extracurricular activities is one of the main tasks of a geography teacher. Geographical games about the use of geographic games are described in the lesson. Ways of organizing didactic games used in geography lessons are also covered.

Key words: "Who's faster method", "Lightning sun", "Puzzle on the clock", "5*5 quiz", "Ingenuity", "Making a ladder", "Chain", "Relay" games.

The changes in the education system of the Republic of Uzbekistan are putting important tasks before general secondary schools. These tasks require teachers to be creative and self-sacrificing in order to educate young people to be well-rounded, spiritually mature, independent-minded, appreciative of our national heritage, knowledgeable, creative, and have a refined taste. In his Address to the Oliy Majlis of the Republic of Uzbekistan, President Shavkat Mirziyoyev stated that "in the period of intellectual development of the third millennium, it is necessary to form the worldview and beliefs of students based on scientific knowledge by using pedagogical technologies in educational institutions." The reforms are aimed at providing quality education to the growing young generation, thereby raising a physically strong, spiritually mature, educated generation, expanding the worldview of students' independent thinking, supporting talented young people, creative research. is aimed at many tasks, such as the development of "skills. The implementation of these tasks requires the application of pedagogical technologies to the educational system, the organization of modern lessons in non-traditional methods, high pedagogical skills from the teacher, and a modern, new approach to

lesson processes. Today, every it is necessary for a subject teacher to have a deep knowledge of the factors affecting the effectiveness of the lesson in his subject and to be able to use them in the course of the lesson.

Along with all other sciences, geography has a great role in the implementation of these tasks. Geography is interesting. One of the main tasks for a geography teacher is to organize geography lessons and extracurricular activities in an interesting and creative way. The use of geographical games plays an important role in the lesson.

At the special methodological level, all stages of the lesson are organized based on the requirements of pedagogical technology. Based on the educational, educational and developmental goals of the subject, the teacher should decide which technology to use, the specific features of the organization of students' cognitive activities based on this technology, what the students should know in the lesson. educational tasks should determine the ways of monitoring and evaluating students' acquired knowledge.

In the course of geography education, several interactive methods are used, such as "Who's Quick Method", "Lightning Sun", "Clock Puzzle", "5*5 Quiz Game", "Ingenuity Game", "Ladder Making". can be used. In these lessons, students' learning process is combined with game activities. With the help of such methods, students acquire thorough knowledge and think independently.

For this reason, it became necessary to use interactive educational game methods in the process of teaching Geography in order to make students full-fledged subjects of their educational activities, humanize and democratize pedagogical relations, and increase the effectiveness of teaching. Below we will touch on some of such educational games used in geography education.

"Who's faster method"- students of the class are divided into two groups, and one student from each group is brought to the blackboard. The student of the first group writes the term related to the topic in the field that is closed to him. The next student writes an additional term that the previous student did not write. The game

continues in this way, the lost student leaves the game. Whoever has the correct terms in their field wins and is promoted. This method is used to strengthen memory and repeat the subject.

Charakla sun method - this method is used for 5th grade students. In this, the teacher puts a picture of the sun on the blackboard, but the sun's rays are not shining on it. Therefore, students divided into groups work to make their sun shine and shine. For the sun to shine, students must write the correct answer to the question on each sun. At the end of the term, the winning group will be determined. This method is used in the course of the lesson, encouraging students to be active and pay attention to the topic.

Clock puzzle method - in this method, the numbers of the clock are reversed. The letters are placed in order of numbers, that is, for 1 minute. Each number has 1 letter. The result is a geographical term that gives definition to the term. M: Inner - waters, Mountain - plain. 1-t, 2-o, 3-g, 4-, 5-t, 6-e, 7- k, 8- i 9-s, 10-l, 11-i 12-k.

"5*5 quiz game" This method can be used to reinforce geography lessons. "5*5 quiz game" is used to reinforce a new topic. 5*5 quiz game consists of 5 tasks, each It is evaluated in a 5-point rating system. For example, students can complete the following tasks related to the topic "Rivers, Lakes and Glaciers" to strengthen a new topic. their interest increases. It develops their ingenuity, creativity, and thinking ability.

- 1 "BLIS" survey assignments. Form: "yes-no"
2. Contour card. (working with a map without writing).
3. Natural map. (working with the map).
4. Most, most, most... (the table is filled).
5. Topalok found. (find the answer to the riddle).

Intelligence game. In this game, it is necessary to adapt the classroom to the game. The participants of the game are selected using a test. The students who get the highest score will have the right to participate in the game. The rest of the students watch the game as spectators. The group leader takes the question and gives

it to the teacher. The teacher reads out the question. One minute is allocated to determine the answer. During this time, the participants of the game try to find the answer in consultation. It is recommended to play this game mainly in the upper class. attention is paid to

"Three right one wrong" method. The rule is that each participant writes on a sheet of paper 3 correct opinions and one incorrect opinion on the topic being studied or studied. The participants gather in pairs, exchange their written papers and they determine which opinion is wrong.

Advantages develop observation, develop the ability to select information, teach children to find mistakes and express their thoughts. Allows the teacher to check the knowledge of students.

Time of use can be used during checking homework, to reinforce the topic.

"Believable history" method.

As a rule, they should carefully study the given historical event and determine whether it is true or false. The teacher listens to the correct and incorrect sentences and the students find their mistakes.

The advantage is a method that encourages students to strengthen their memory and think creatively, quickly.

The time of use can be used before the beginning of a new section or chapter, after the end of the topic.

"Chain game" method.

The rule is to divide the students into 4 groups, and 1 student from each group goes to the blackboard. 1st student says a science term. The next student adds what the previous student said and his own. The next one adds new terms to the previous 2 students. The game continues in this way. The lost student leaves the game, and at the end, the student who did not leave the game is encouraged.

The advantages of this game are that it strengthens memory and teaches concentration.

Time of use. It can be used in lessons to consolidate a new topic, to repeat previous topics.

"Relay" game

As a rule, it is necessary to prepare equipment for this game: a magnetic board, boats made of thick paper, and write questions to put in their pockets. The teacher introduces the condition of the game. Whoever answers the following question, that student will be floating ahead, and the winner will be determined consecutively. In the game, if the students are encouraged that whoever finds the answer to the question quickly, the student's ship will sail ahead, the interest of the students will increase.

Its advantages are useful in strengthening students' knowledge, skills and abilities related to resourcefulness, dexterity, intelligence.

Time of use It is of great educational importance that the teacher organizes game competition lessons in accordance with the seasons. This method can be used in grades 5-6. Based on the didactic purpose, tasks, and content of the subject studied in geography classes, it is recommended to use the forms of organization of students' cognitive activities individually, in small groups, and as a whole.

In the period of preparation for the lesson, the advantage of positive encouragement by the teacher and the communication culture of the teacher leading to success, mutual support is considered an important factor of students' intense preparation for the lesson. The geography teacher achieves the intended goal and effectiveness only when he chooses which technology and interactive methods to use on a scientific and methodological basis, taking into account the educational, educational and developmental goals of the subject studied in the lesson and the didactic functions of pedagogical technologies. Because "The greatest wealth is intelligence and knowledge, the greatest inheritance is a good upbringing, the greatest poverty is ignorance!"

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