

METHODOLOGY OF USING EDUCATIONAL GAMES IN THE LESSON PROCESS IN GENERAL SECONDARY SCHOOLS

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Abstract:

The use of educational games in the classroom in general secondary schools makes the learning process of students more interesting, effective and active. Today, pedagogical experiments show the importance of educational games in developing such skills as logical thinking, creative approach, independent thinking, teamwork in students. This article analyzes the methodology for using educational games in the classroom, their impact on educational effectiveness, types of games and the possibilities of increasing student motivation through them. Proper organization of educational games plays an important role in increasing students' interest in the lesson and consolidating knowledge. The article also provides recommendations for teachers on the effective use of educational games and gives practical examples.

Keywords: Educational games, general secondary education, lesson process, pedagogical methodology, learning motivation, creative thinking.

Introduction

UMUMIY O'RTA TA'LIM MAKTABLARIDA DARS JARAYONIDA TA'LIMIY O'YINLARDAN FOYDALANISH METODIKASI

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Samarqand davlat vetetinariya meditsinasi, chorvachilik va biotexnologiyalar universitetining Toshkent filiali “Tabiiy-ilmiy, gumanitar fanlar va jismoniy madaniyat” kafedrasi assistenti

Annotatsiya:

Umumiy o‘rta ta’lim maktablarida dars jarayonida ta’limiy o‘yinlardan foydalanish o‘quvchilarning bilim olish jarayonini yanada qiziqarli, samarali va faol qiladi. Bugungi kunda pedagogik tajribalar ta’limiy o‘yinlarning o‘quvchilarda mantiqiy fikrlash, ijodiy yondashuv, mustaqil fikrlash, jamoada ishlash kabi ko‘nikmalarni rivojlantirishdagi ahamiyatini ko‘rsatmoqda. Ushbu maqolada dars jarayonida ta’limiy o‘yinlardan foydalanish metodikasi, ularning ta’lim samaradorligiga ta’siri, o‘yin turlari va ular orqali o‘quvchilarning motivatsiyasini oshirish imkoniyatlari tahlil qilinadi. Ta’limiy o‘yinlarning to‘g‘ri tashkil etilishi o‘quvchilarning darsga qiziqishini orttirib, bilimni mustahkamlashda ham muhim rol o‘ynaydi. Shuningdek, maqolada o‘qituvchilarga ta’limiy o‘yinlardan samarali foydalanish bo‘yicha tavsiyalar beriladi va amaliy misollar keltiriladi.

Kalit so‘zlar: ta’limiy o‘yinlar, umumiy o‘rta ta’lim, dars jarayoni, pedagogik metodika, o‘quv motivatsiyasi, ijodiy fikrlash.

Introduction

The modern education system requires the search and implementation of effective methods aimed at developing students' activity, independent thinking and creative abilities. From this point of view, the use of educational games in the lesson process is of great importance. If in the traditional educational process the student has played the role of a passive listener, today's interactive methods, in particular educational games, allow the student to be formed as an active participant. With the help of educational games, students gain a deeper understanding of the subject, consolidate knowledge and skills, and develop their ability to cooperate with each other. The use of educational games, taking into account the age characteristics and psychological needs of students, is one of the important conditions for conducting lessons interesting and effective. Providing knowledge through game elements creates the opportunity to master complex topics in a simple and understandable way. At the same time, educational games increase students' interest in knowledge and ensure their activity in the lesson. Modern pedagogical theories also show educational games as a means of increasing students' motivation and organizing the learning process in a person-oriented manner.

The ability of teachers to use educational games in lessons is an integral part of their professional competence. With the help of educational games, each stage of the lesson - motivation, assimilation of new knowledge, consolidation and control processes - can be effectively organized. Through such a methodology, students are actively involved in the subject being studied and have the opportunity to apply their knowledge in practical activities.

Educational games are important not only for preschool and primary education, but also for all stages of general secondary education. By organizing more complex educational games for higher-grade students, it is possible to develop analytical thinking, teach them to draw independent conclusions, and form skills in the practical application of knowledge. Therefore, one of the main tasks of a modern teacher is to thoroughly study the methodology of using educational games and effectively apply it in the teaching process.

Also, the use of educational games in the classroom in general secondary schools has a positive effect on the development of students' speech culture, the formation of social skills and the ability to make the right decisions in life situations. Through the game, the skills of exchanging ideas, arguing and reaching compromises are formed. This is of great importance in future personal and professional life.

In general, the introduction of educational games into the classroom serves the basic principles of modern education - student orientation, interactivity and practical effectiveness of the educational process. Therefore, thorough study and implementation of the methodology of using educational games in lessons is an important condition for improving the pedagogical skills of teachers and improving the quality of education.

Main Part

The use of educational games in the classroom in general secondary schools is an important tool for increasing the effectiveness of the educational process. Educational games increase students' interest in learning, taking into account their psychological and physiological characteristics. Through games, knowledge is reinforced with practice, communication skills are developed, and students have the opportunity to express themselves freely. At the same time, educational games are used as a pedagogical tool that serves the purpose of the lesson, which enlivens the educational process and ensures the active participation of students.

The use of educational games requires a specific methodological approach. When choosing a game, its content, purpose and form should correspond to the topic of the lesson, the age, level of knowledge and psychological characteristics of students should be taken into account. The game can be used at a specific stage of the lesson, that is, when mastering a new topic, consolidating or controlling knowledge. A properly organized educational game activates students' attention in the lesson, encourages them to think independently, and provides positive motivation for the learning process.

Practical experience shows that lessons using educational games are more effective than traditional lessons. For example, games such as "Word Finder" can be used to increase vocabulary in language learning, "Inventors' Competition" in mathematics, and "Historical Periods Quiz" in history. Such games make the process of acquiring knowledge a natural and interesting activity for students. Through this, they understand and remember the subject more deeply.

Educational games play an important role not only in imparting knowledge, but also in developing the personal qualities of students. They form social skills such as competition, cooperation, teamwork, patience, and fair assessment. During the game, students learn to freely express their opinions, make decisions, and feel responsible for their actions. This increases their self-confidence and strengthens their social activity.

It should also be noted that the role of the teacher in the methodology of using educational games is invaluable. The teacher must properly organize the game, ensure the active participation of students, summarize the results of the game and consolidate the knowledge learned. At the end of the game, the participation of students is evaluated and conclusions are drawn based on the results obtained. This allows you to increase the level of knowledge of students and plan future educational activities.

In addition, modern technologies can be effectively used in the use of educational games. Educational games based on interactive whiteboards, multimedia tools, and online platforms make the learning process of students more modern and attractive. For example, virtual quizzes, interactive tests, and digital quests increase students' motivation and provide an opportunity to apply knowledge in practical activities.

In general, the use of educational games in the teaching process in general secondary schools is an effective means of improving the quality of education,

increasing students' interest in learning, and developing personal and social skills. Educational games create the opportunity to make the teaching process interesting, lively, and effective. Therefore, the development of teachers' methodological knowledge and skills in the use of educational games is an urgent task.

Conclusion:

In the modern educational process, the effective and interesting organization of students' learning activities is recognized as one of the main factors in improving the quality of education. From this point of view, educational games play a special role in increasing the level of knowledge of students in lessons in general secondary schools, developing independent thinking and creative approach skills. As discussed in this article, the effective use of educational games not only facilitates the process of imparting knowledge, but also increases students' motivation, forms important skills such as communication, teamwork and critical thinking in them.

The use of game elements in the lesson positively changes students' attitude to the lesson. Through the game, they actively participate in the learning process, acquire knowledge in accordance with their interests and needs. Such a methodology increases the personal activity of students, forms their self-awareness, self-assessment and self-improvement skills. As a result, students develop not only as owners of knowledge, but also as active individuals who can apply their knowledge and skills in various life situations.

The effective use of educational games requires a high level of pedagogical skills, didactic knowledge and organizational skills from the teacher. When choosing games and introducing them into the lesson process, it is important to take into account the content of the topic, the age characteristics of students and their level of knowledge. Lesson elements organized in the form of a game attract the attention of students, encourage them to think actively and create great opportunities for consolidating knowledge.

The successful implementation of educational games also requires the involvement of modern technologies in the learning process. The effectiveness of education can be further increased through the use of interactive methods, multimedia resources and digital games. Such methods allow students to form not

only knowledge, but also skills in working with modern information technologies.

It should be noted that the effectiveness of educational games depends not only on the content of the game, but also on the correct management of the game process. The true goal of educational games is achieved by analyzing the results obtained at the end of the game, assessing the level of knowledge of students and summarizing knowledge. This requires careful preparation and a didactic approach from the teacher. In conclusion, the methodology for using educational games in the classroom in general secondary schools meets the modern requirements of the educational process and serves to increase the effectiveness of education. Through games, students' interest in knowledge, independent thinking and social activity develop. Therefore, teachers should actively involve educational games in their methodological arsenal and see them as an integral part of the lesson process. This not only increases the quality of education, but also serves the comprehensive development of students.

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