

EDUCATORS INCREASE STUDENT ACTIVITY THROUGH DIDACTIC GAMES IN INNOVATION ACTIVITIES

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Annotation: Innovation activity is the main activity that determines all the success of the teacher, which means a qualitative restructuring of the professional, methodological skills of the individual. Through the use of didactic games in activities, innovation is aimed at effectively organizing children according to their age characteristics and preparations, facilitating their knowledge and education, ensuring exhibitionism in education, creating the opportunity not to over-occupy children with educational materials. In this article, educators will draw opinions and reflections on increasing the activity of students through didactic games in their innovative activities.

Keywords: educators, innovative activities, educational development, student interest enhancement, skills, game based lessons, proactive lessons, activities.

In our country, during the years of independence, large-scale reforms are being carried out on the development of the educational sphere, its modernization and innovation. When conducting these improvements, we must critically consider all branches of the educational system by our state and implement it according to the requirements of the present time, based on foreign experiences. In this regard, our honored President Sh.M.Mirziyoev is an " independent thinker of our children.

It is for us that the issue is considered to be the upbringing of modern knowledge and professional people as truly patriotic people with a strong real position. We consider it our first-class task to improve the activities of all branches of the educational and educational system on the basis of the requirements of today's times". In the implementation of these tasks, educators are faced with responsible tasks. It is necessary that in our pedagogical activity we solve problems through innovative methods.

The program creates a number of facilities when mastering materials. Didactic games are among the secrets of games that serve to increase the mental activity, consciousness of children, to increase their mental initiative. It helps students to shape their emotions, especially to activate the activity of their sensory organs (perception, vision, listening, etc. The child teaches his brain to “train”, to sharpen his thinking. His perception, mind, understanding, memory, will, passion and need for knowledge are strengthened. Increased elegance, voluntary attention, resourcefulness, initiative. The talent, creative abilities of the child begin to manifest, and the need arises to test the knowledge gained in their activities, work and play. To do this, the program should be applied to the widespread use of games in educational work.

The travel game. Shortly before the game, a referee is appointed, several groups are formed, and in each group 5-6 students, groups appoint a captain. Participants in the game are required to Penny cities, in a certain consistency, for example, City, where unexpected questions are not opened. In each city, captains receive assignments in special envelopes, and they have 1 Main and 2 additional questions. The group will only be able to advance to the next level after completing and checking the task. The goal of each group is to reach all the city as much as possible. Answers are accepted in a certain system: this takes into account the number of answers, creativity, problem solving and accuracy.

The game "short-term written work". It is advisable to carry out this type of written work at the end of the lesson, in which students will have the opportunity to summarize the knowledge gained on the topic under study. The teacher, on the other hand, will find out what the level of student mastery is going on. In this, students are offered to do a two-way job:

1. What did they learn about this topic?
2. To what question. Did they not get a satisfactory answer? Essays written by students are collected by the teacher and can be used when planning the next lesson or for the purpose of further deepening the knowledge of students in the appropriate directions

The game provides a convenient opportunity for readers who wish to test their personal capabilities at will. They need to be able to correct and accurately answer the questions posed by the teacher for short periods. According to the degree of complexity of the questions, points are set for the correct answer returned to each question. Based on finding the average arithmetic value of the final points, the speed of thinking of students is determined. The marking of points ensures that students

have a clear vision in the dam of personal capabilities. This didactic game can be applied equally in individual, group and Mass work with students.

Conclusion. Thus, the games are used to solve a number of tasks, such as mastering materials, new knowledge, strengthening the past, developing creative abilities, forming a general competence, improving logical, critical, independent thinking and thinking. In the process of playing, it is necessary to ensure the presence of the psyche of shooting, competing, holding a debate. This forms in the reader the interest in the ability to put problems, solve it, be able to solve it, independent thinking, logic, objectivity, and also forms and generates self-control skills in solving the problem.

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