

The Importance of Using Didactic Games in the Organization of Elementary Science Lessons

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Abstract:

In this article, the classification of the tasks performed by the teacher and students together in the primary science textbook, didactic games and their types, as well as their special importance in increasing the effectiveness of educational work are explained.

Keywords: Innovative approach, information and communication technologies, didactic games, didactic game "Let's listen carefully and think", game "Find your place".

Introduction. In order to form a new system and content of modern education, it is necessary to create advanced technologies and didactic support of the educational process, to organize the content of education based on innovative approaches. The use of pedagogical and information-communication technologies, didactic games and interactive methods gives effective results.

Didactic games for primary school teachers are one of the types of activities that activate learning and form students' thinking, oral and written communication skills. Didactic games are one of the tools that increase students' interest in reading classes. The purpose of didactic games is to arouse students' interest in science, education, and books. A didactic game arouses a lively interest in the cognitive process in children and helps them to receive information. These games should be aimed at expanding children's perception of the environment, organizing it, and developing their interests and abilities. Didactic games ease the difficult learning process for students. Educational games, simple interesting questions and answers related to the topic should be used in a certain part of the lesson. If games such as puzzles and quick words are played regularly, students will develop certain skills. In the course of the lesson, it is necessary to clearly define the organization of tasks, rules and their results in the correct organization and conduct of games.

Methods. Didactic games also help to develop children's qualities such as a sense of community, being disciplined, being brave, persistent and knowing how to overcome difficulties. Didactic games created by school teachers and coaches are intended for children in preparatory groups of preschool educational institutions and school students. Through the game, the child understands the team. He has a conscious attitude towards the training he is doing. Didactic games eliminate shyness and fear of making mistakes in students. Therefore, it is necessary to effectively use didactic games and interactive methods in every lesson.

The following didactic materials are used: paces, tables, tabletop theater, stage, abacus (counting instrument), toys, chots, bagged nuts, chopsticks, handmade paper boat and caps, tables with geometric shapes, diagrams, counting materials and boxes with geometric shapes.

When choosing didactic games, the age, knowledge and level of upbringing of the participants are taken into account. Each didactic game has its own safety requirements. Full compliance with these safety requirements should be in the constant attention of every organizer. In addition, it is necessary to correctly determine the amount of time spent on each didactic game, to know the specific principles of its observance, and to apply it in accordance with the purpose of the lesson.

Criteria for choosing types of didactic games:

- games for boys, girls, girls, teenagers, adults according to the composition of the participants;
- by the number of participants - single, small group in pairs, class team, competitive teams, interclass and public games;
- on the game process - games focused on thinking, thinking, action competition, etc.;
- lesson according to the time standard, training time is allocated according to the plan part, and other games that continue until the goal of the game is achieved, the winner or winners are determined.

Programmed didactic cards.

Such programmed tasks can be used in various types of lessons, as well as in the process of working with students individually and with the whole class. You have 5 minutes to complete the task. During this time, the student should answer 2-3 cards and indicate the answers with numbers in his notebook. Program cards are made according to options of the studied topic. A question and three answers are given on the card: complete and correct, unclear, incorrect. The student should write the number of the card and the number of the answer in brackets in the notebook. Examples of programmed didactic flashcards:

1- card.

Why do birds fly to hot countries?

1. Because it will be cold.
2. They have no food to eat.
3. Because it becomes cold and hunger arises.

The complete and correct answer is (3).

2- card.

What is soil?

1. Soil is a natural mineral.
2. The upper, soft layer of the earth, in which plants take root
3. Soil is the top layer of the earth.

The complete and correct answer is (2).

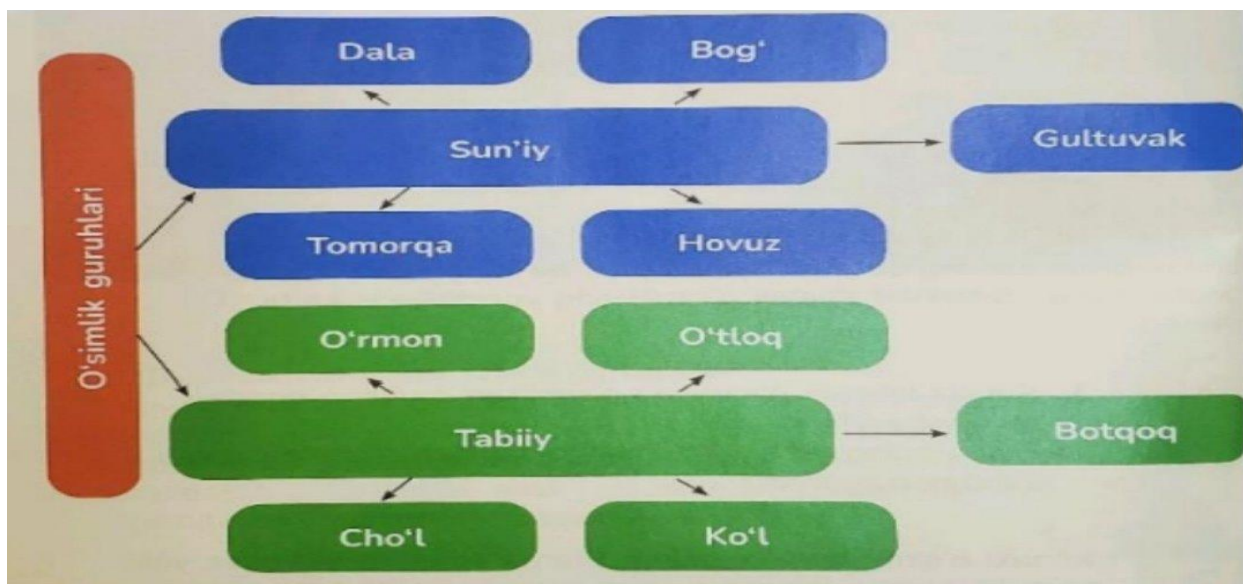
In science lessons, the teacher, while using the elements of programmed teaching, should remember that in this type of activity, he should individualize the control of the sequence in group teaching and involve as many students as possible; monitor the quality of their work, analyze and group the mistakes made by students; should enter the traditional structure of programmed control.

Results. The use of didactic games in the organization of primary school natural science lessons also helps to convey the subject to the student clearly and comprehensibly. In particular, when a 1st grader comes to school, he first has an idea of the environment and the animate and inanimate objects in it. On this basis, it is more important to use practical didactic games when we organize a natural science lesson.



On page 23 of the 1st grade textbook, "What is a zoo?" topic is given.

After the topic is fully explained, we can play the didactic game "We listen carefully and think" with the students. Audio sounds of animals are played to the students. Students should find out which animal this sound belongs to and give 2 pieces of information about that animal.



Discussion. The topic "Plant groups" is given on page 22 of the 4th grade textbook. The main information of the topic is prepared in cluster method. To reinforce the topic

We can play the game "Find your place". When organizing the game, the names of the plant groups are posted on the board. Students are given words specific to natural and artificial environments. Children will have to attach their cards to the group they belong to.

Didactic games eliminate shyness and fear of making mistakes in students. Therefore, it is necessary to effectively use didactic games and interactive methods in every lesson.

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