



Ways to Identify Students ' Interests Using Game Technologies in Primary Education

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Abstract: *This article covers the ways of forming the creative activity of students through games in the primary class, the development of students ' creativity on the basis of games, the preparation of students of younger school age for the process of creative activity, its pedagogical significance, the methodology for developing the ability to creativity in students, the methods, ways and effectiveness of organizing.*

Keywords: *Creative activity, teaching, training, primary education, educational process, technologies, teacher, student activity, collaborative teaching.,*

INTRODUCTION

Education is a collaborative activity of the teacher and students, in this process the development of the individual, his education and upbringing also take place. In classes, the teacher transmits his knowledge, skills and abilities to students through training, while students acquire the ability to use it as a result of mastering it. In the process of learning, students use different manifestations of assimilation, that is, they rely on specific differences in the reception, processing and application of the information being mastered. In the process of education, issues of cooperation of the teacher and students during the lesson, independent work of students, education and upbringing in the form of extracurricular activities are resolved.

Currently, interest in the application of interactive methods and information technologies in the educational process is increasing day by day. One of the reasons for this is that until then, in traditional education, students were taught to acquire only ready-made knowledge, while the use of modern technologies teaches them to search for the knowledge they are acquiring on their own, learn independently and think, analyze, and even bring the final conclusions themselves.[1] the teacher is in the process Dilova N.G. (2021). The scientific heritage of the scholars of the East is a

great opportunity for the third Renaissance. Science and Education. Val. 2, Issue 10, pp. 506-514 it creates conditions for the development, formation, acquisition and upbringing of the individual and, alternatively, performs the function of management, orientation. Today in education, modern technologies such as "brainstorming", "attack of thoughts", "networks", "method", "Sinkvein", "BBB", "fifth plus", "6x6x6", "discussion", "role-playing game", "FSMU", "work in small groups", "rounded snow", "Zigzag", "let me say The Last Word" are used. In primary education, the game is a form of creative activity. On the basis of knowledge and understanding of the social and material being, emotional - emotional, intellectual-moral develops. A number of research works have been carried out in psychology, ethnography, culture, pedagogy on games, their role in human development.[2] at the end of the XIX century, the German scientist K. While Gross tried to systematically study games, the German psychologist K. Büller researches games as a "satisfying" activity. L.S. Vygotsky, A.N. Leontyevs believe that if they connected and studied games with a theoretical focus on certain activities by the nature of the social, then D.B. Elkonin characterizes the management of personality behavior as a content and interprets it as an improving activity. But the only and most important main feature of the game is its ease in education. [3]

In games, the child's behavior is formed and socialized freely. The most important aspect of the Games is its two-tone character, and its compatibility with dramatic art as well. In one case, the participants of the game perform a real activity associated with certain non-standard tasks in increasing it, and in the second case, the Games also acquire a conditional feature that deviates from real situations, feeling responsibility in most moments of this activity. Hence, the two-way task of the Games is his

Rasulova Z. (2021). Modern information and communication technologies as an important factor in the development of educational processes. Science and Education. Val. 2, Issue 10, pp. 349-359. 3. Dilova N.G. (2021). The importance of educating and educating future teachers through the heritage of our ancestors. Science and Education. Val. 2, Issue 10, 515-523 betla causes the developer to have a result. Game activity glue is widely used in the educational process. These are business Games, didactic games, role-playing games, computer games. Business games are a form of re-creation of the subject or social content of professional activity, modeling a system of relations characteristic of this type of practice. Ishbop consists in the development of the activities of its participants in the conduct of games in a special (game-style) imitation model. According to the character of the games, the games of the educational process are divided into research Games, the type of games on management and attestation. Games on the educational process create conditions for the correct Organization of professional activities in the perspective on educational subjects and the purposeful formation of a person.[4] the new knowledge gained as a

result of these conditions will help to properly conduct future professional activities. It is known that education acquires a collective character, based on cooperation; it is carried out in accordance with the rules of professional activity and social rules of the team. In this sense, the didactic and educational significance of education is combined among themselves, increasing the activity of students in the form of gaming activities. The proposed problematic task in business Games stimulates participants on the basis of purposeful dialogical communication, increases their interests, an emotional spirit appears. In conclusion, it should be said that when performing tasks of a creative nature in the educational process, students acquire the skills of identifying, analyzing problem situations and independently making decisions, get acquainted with the methods of preparing visual means, solving issues that require research in a scientific description. Today requires the educator to actively act, make independent decisions, quickly adapt to the changing conditions of life. To do this, the educational person must independently acquire the necessary knowledge and apply it in practice; to solve problems offer focused views, identify and solve new problems; free and independent thinking; have the ability to create innovative ideas; must have skills and competencies such as independent work on the development of one's own intellectual potential. At the same time, it gives a positive result if it is used in the lessons of repetition or reinforcement of game tasks. What type of game assignment to choose should also depend on the type of lesson, the level of training of students in the classroom to perform game tasks, their level of knowledge, the possibilities of independent creative work, the ability to quickly restore the studied in memory, to what extent creativity is formed. The use of interactive techniques and educational games, modern information and communication technologies in elementary grades helps students to think independently, to connect with life what they have learned in classes, to increase their interests, while expanding the range of creative research and logical thinking. The effective use of the conditions created on the basis of such modern requirements of teachers and the organization of classes on the basis of advanced pedagogical and Information Communication Technologies guarantees the quality of the educational process. In our opinion, the main requirements for educational games are as follows: [5]

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1. Educational games should be appropriate for the age of students;
2. The subject on which the games are being played should be in proportion to the content-essence;
3. The timing of educational games must be clearly defined;

4. Educational games should have both educational and educational value;
5. The purpose and importance of educational games should be determined. The effectiveness of the lesson will increase only if the above requirements are followed, and modern technologies will serve the effectiveness of Education. [5]
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