



Role of Didactic Games in Increasing Educational Efficiency

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Abstract: This article discusses the use of didactic games to improve the level of knowledge of elementary school students, the main types of didactic games, and the fact that students act with interest during the game.

Keywords: didactics, speech development, ability, method, children, game, education, computer, thinking, creative ability.

Education is a cooperative activity of teachers and students, and in this process, the development of a person, his education and upbringing is also realized. In the lessons, the teacher conveys his knowledge, skills and abilities to students through exercises, and students acquire the ability to use them as a result of mastering them. In the process of learning, students use different forms of learning, that is, they rely on specific differences in receiving, processing and applying the information being learned. In the course of education, issues of education and upbringing are solved in the form of cooperation between teachers and students during classes, independent work of students, extracurricular activities. For this purpose, we would like to talk with you about the role of didactic games in improving the educational process.

Technologies of didactic games are based on activation and acceleration of student activity. They are of great importance in identifying and implementing practical solutions for the realization and development of the student's creative potential.

The main types of didactic games: Intellectual (mental) and active and mixed games. These games help the participants to develop mental, physical, moral, psychological, aesthetic, artistic, entrepreneurial, labor and other skills. Didactic games are mainly used in the educational process, which increase students' motivation for learning, their abilities and interests in various directions, and show their inclination to a profession.

Didactic games, as one of the components of intellectual methods, lead the student to use his inner potential, to think, to think freely, to communicate, and to be creative. In particular, interest in the environment and life increases, how to overcome difficulties and obstacles, and forms critical thinking skills.

Didactic games are divided into theoretical, practical, physical, role, work and other areas, by types. Didactic games help students to analyze, think logically, research, calculate, measure, make, test, observe, compare, draw conclusions, make independent decisions, work in a group or team, teach ethics, new are divided into games aimed at teaching and developing other types of activities.











Through the practical use of didactic games, it is intended to achieve educational goals that are difficult to achieve using other methods. There are didactic games related to various educational subjects, which serve the purpose of quality teaching of these subjects.

According to the theory of general games, when classifying all existing types of games, they are divided into functional, thematic constructive, didactic, sports and military games. Among them, it

has a special place as it provides an opportunity to implement educational tasks. Games are the main form of activity for young students. This has led pedagogues and psychologists to conduct research on the study and further improvement of the educational value of games at this age.

It would be appropriate to use various educational games in elementary school classes to make children interested in the lesson. Because the child becomes interested in science through the game and learns this science well. Also, the use of various handouts in the lesson gives good results. I try to use various educational games in my classes. Let me show you as an example.

In this handout educational game, children will be interested in completing the tasks. In this, vertebrates and invertebrates are found and divided into classes and placed in their cages. If you pay attention, there are some wrong answers in the given answers.

A variety of animals.				
				
				
Reptiles, Fish, Birds, Mammals, Worms, Molluscs , Crustaceans, Reptiles, Arachnids, Aquatic and terrestrial, Reptiles Insects, Egg-layers				
Vertebrates				
Invertebrates				

There are also wrong answers here. Place the correct answers in the cells

Students must find the correct ones from these incorrect answers and write them in the boxes provided. The group that fills in the boxes correctly is the winner. This educational game technology is based on increasing and accelerating student activity. They provide a great help in identifying and implementing practical solutions for the realization and development of the student's creative potential.

In general, educational games contribute to the effectiveness of education in primary classes, to the successful management of students' learning activities, to easy acquisition of theoretical knowledge from subjects, and to increase their interest in learning. Every educational game has its own fun side. There are games that incorporate cognitive elements of several academic subjects.

The more skillfully the didactic game is structured, the more skillfully the didactic goal is hidden. The student learns to work with the knowledge included in the game by playing involuntarily. The best didactic games are built on the principle of self-learning, and guide the student to acquire knowledge and skills.

The game is not only fun and joy for the child, it is very important in itself, with its help we can develop his attention, memory, thinking, imagination. Through the game, the child can acquire new knowledge, skills, and develop abilities.

Didactic games include the demonstration of education, the teacher's speech and children's actions, as a result of which unity is born in perception (sight, hearing, skin sensation signs). This allows the children to think about what the teacher said and express what was said, that is, the students themselves fulfill the rules of the didactic games. The structure features of didactic games in this way provide an opportunity to analyze the students' activities. That's why all children act with interest during the game.

Thus, we can draw the following conclusions from the above, that the use of didactic games in primary education develops students' communication skills and competencies, mutual assistance skills, expands the scope of thinking, expands speech activity and I think it will serve to increase the level of knowledge of students.

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