

## EFFECTIVENESS OF USING DIGITAL TECHNOLOGIES IN PRIMARY CLASSES

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### Abstract

This article discusses the effectiveness of using digital technologies in the development of logical thinking in elementary grades. In addition, the article contains many ideas on improving logical thinking in primary grades. The use of digital technologies in primary classes plays an important role in the development of logical thinking. The article reveals the use of digital technology, logical task, logical thinking, etc. in the educational process.

**Keywords:** Digital technology, logical thinking, logical task, problem situation, thinking.

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### I. Introduction

Digital technology is a tool that meets the requirements of the present time and is aimed at providing electronic and technical services to people. Examples of these are computers, phones, tablets, electronic boards, electronic equipment, etc.

Such technologies used in the educational process not only serve to increase the quality and efficiency of education, but also ensure that the lesson is interesting and understandable. The use of such technologies in primary classes also gives effective results. Because at the junior school age, students' figurative thinking develops well and the use of various visual aids in lessons guarantees good results.

### II. Literature view

In today's modern world, attention to digital technologies is strong, and many scientists are working on it. But it was not long ago that this field entered the educational process with the term digital technology. That is why the number of scientists who have carried out scientific activities in this field is small. In 2021, Nadir Shopolatovich Ibragimov carried out scientific activities on tasks aimed at developing logical abilities in his dissertation entitled "Development of students' mathematical abilities during the educational process".

### III. Analysis and results

In this process, replacing picture, cardboard and paper exhibitions with electronic presentations saves the teacher's time and serves to provide high-quality and complete information to students. In the course of the lesson, when lessons are held about fairy tales, stories or other genres, showing a cartoon or staged multimedia of a fairy tale or story also attracts the attention of students. The role of such technologies in the development of students' thinking is incomparable. There are various tools that expand the students' worldview, and they include the following:

- ✓ book reading;
- ✓ performing logical tasks;
- ✓ performing test assignments;
- ✓ answer questions;
- ✓ finding solutions to more problematic situations;

- ✓ performing mathematical tasks;

Reading a book is a process that develops a child's worldview and has not lost its value for centuries. But nowadays, it is sad that children spend their valuable time playing phone games and computer games less than reading books. . Reading helps a person to think quickly, develop logical thinking, and develop a worldview.

It's no secret that in today's developing age, students spend their free time with phone and computer games. It is during this period that it is important to develop logical thinking and increase the speed of thinking in children. Therefore, it is necessary to digitize the tasks in textbooks and present them to children in the form of electronic games. In this case, the student prepares a lesson and works on himself during the game after the lesson and during the game. The speed of thinking, logical thinking develops in the child.

Logic tasks are puzzles aimed at developing the student's logical thinking. During the execution of these assignments, the student develops quickness, brain activity development, responsiveness, and quick exit from difficult situations. When logical tasks are created for primary school students, they should have the following features:

- ✓ the logical assignment should be suitable for the child's age;
- ✓ based on the principle from simple to complex;
- ✓ it is desirable that the pictures shown in the task should be selected according to the child's age, the colors chosen should be bright and attract the child's attention.

It is also convenient to deliver logical assignments to the student in digitized form. When completing logical tasks, delivering it to the student in the form of an application, in the form of a game, and collecting incentive points for the student after passing each stage will increase the student's interest in this game. It will also be very interesting to give logical tasks in the form of the "Math" game played through the Telegram messenger. In this case, this game is played in the telegram group of the school team, and the students play it. It will be seen who is collecting what points. This, in turn, creates a desire in the student to win, to collect more points than everyone else, to show himself, and the game continues. During the game, the student's logical thinking accelerates, the student's interest in this subject increases. Both game activities and class activities are performed together.

Test tasks are also a convenient task to strengthen students' knowledge and find out how they mastered the subject. The test assignments will be drawn up mainly based on the topics covered and will be brought to the attention of the students. Digitization of test assignments, electronicization, not only forms the skills of testing in special programs, but also attracts the attention of students. In this regard, quick tests created through the Telegram messenger also give good results. The student can check his knowledge and immediately find out the results of correctly and incorrectly solved test tasks. This is convenient for students to deepen their knowledge and use time effectively.

Answering questions, i.e. answering questions within the framework of a topic or a certain book, also helps to strengthen the student's memory and speed up the work of the thinking process. This question makes the student think and answer it. If there is logic in the formulation of questions, this will teach the student to think about the topic he has read and studied. When asking questions, the student's personal opinion on the topic is important. In the process of developing logical thinking, it is appropriate if students are asked questions based on their age, knowledge, and thinking.

"Difficult situation" is a pedagogical technology that is important for getting students out of difficult situations quickly and easily. If this technology is also digitized, it will serve to reach the students better. In various telephone games, it is necessary to pay attention to the underlying meaning. Games in the form of violence, war, and shooting make a person mischievous, think disordered, angry and rude. That is why such games should be abandoned.

Solving examples and problems also gives good results in developing logical thinking. Mathematical tasks, problems and examples strengthen the child's memory, sharpen his mind and increase the speed of thinking. Mathematical tasks also have logic and help to strengthen the student's knowledge.

#### IV. Conclusion

In conclusion, the correct use of digital technologies increases students' thinking and promises them a bright future.

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