

Methods of Using Interactive Methods in Primary Classes

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Annotation

In this article, the use of various interactive methods in primary classes is disclosed. Guarantees the quality of the process and increases the quality of education.

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.

At the same time, improving the personnel training system in the field of information technologies is one of the important conditions for the successful implementation of the Digital Uzbekistan 2030 strategy, the development of digital technologies, and the wide implementation of them in the daily life of the population. 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.

Effective use of the conditions created by teachers based on modern requirements, organization of classes based on advanced pedagogical and information communication technologies guarantees the quality of the educational process. The main requirements for educational games are as follows:

1. Educational games should be suitable for the age of students;
2. The games should be proportionate to the content of the topic being played;
3. The time of educational games must be clearly defined;
4. Educational games should have both educational and educational value;
5. The purpose and significance of educational games should be determined.

Today, the interest in using interactive methods and information technologies in the educational process is increasing day by day. One of the reasons for this is that until now, in traditional education, students were taught only to acquire ready-made knowledge, and the use of modern technologies allows them to search for the knowledge they acquire, independent study and thinking, analysis. even teaches them to draw their own conclusions. In this process, the teacher creates conditions for the

development, formation, learning and upbringing of the individual and at the same time performs the functions of management and guidance.

Today, in education "Brainstorming", "Thoughtstorming", "Networks" method, "Sinquain", "BBB", "Fifth plus", "6x6x6", "Debate", "Role-playing game", Modern technologies such as FSMU, "Working in small groups", "Rounded snow", "Zigzag", "I will say the last word" are used. "Fifth (sixth, seventh ...) plus" method Students will acquire logical thinking skills.

It should be noted that special attention is paid to organizing the educational process using various media (computer, television, radio, copier, slide, video and audio tape recorders) in pedagogical activities.

Teachers are faced with the task of appropriate and purposeful use of various media in the educational process. When using the video puzzle method, the following actions are carried out: 1. several video clips are shown to the attention of students without explanations, which help to illustrate the essence of the topic being studied;

1. students explain what process is reflected in each picture and record the essence of the processes in their notebooks;
2. Answer the questions asked by the teacher.

In our opinion, the main requirements for educational games are as follows:

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Only when the above requirements are followed, the effectiveness of the lesson increases and modern technologies serve the effectiveness of education. The use of interactive and modern methods in primary classes is the basis of effective organization of the educational process. The use of modern information and communication technologies helps students to think independently, expand their creative search and logical thinking, connect what they learned in classes with life, and increase their interest in the lesson. It allows you to be aware of modern educational programs. Effective use of the conditions created by teachers based on such modern requirements, organization of classes based on advanced pedagogical and information communication technologies guarantee the quality of the educational process.

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