



METHODS AND TASKS OF USING INTERESTING GAME METHODS IN EFFECTIVE ORGANIZATION OF HISTORY LESSONS

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ABSTRACT: - This article will teach how to effectively use interesting game methods in the history lessons.

KEYWORDS: Methods, game quizzes, "stair-step" game, "sun" game, "magic box" game, various cards, technologies.

INTRODUCTION

"There is no future without historical memory"

We know that as our country is developing faster than ever, it is the duty of the young generation to further develop it and raise its status. Of course, it is the main task of us teachers to raise educated, intelligent young people who have their own independent and free thinking in all aspects, have their own views. This is certainly one of the most urgent issues of today. In order to achieve high results in the educational process, it is necessary to teach students to think independently and to express these thoughts freely.

As we all know, the role of teachers in shaping the outlook of students is incomparable. In teaching them to work creatively, a modern teacher should think creatively in everything, work tirelessly on himself, and master his own methods of creative work.

In recent years, the reforms carried out in the framework of the continuous education system in our country, the laws and orders issued by our president, the latest modern technologies created for students, all these can be equal to the world education standards in the educational system of Uzbekistan. is to create a system. In order to achieve high efficiency in such a practical mobilization,

“METHODS AND TASKS OF USING INTERESTING GAME METHODS IN EFFECTIVE ORGANIZATION OF HISTORY LESSONS”

everyone is working together. Even for the good and correct development of children from a young age, a lot of attention is paid to the pre-school education system in our country. In addition, one of the most urgent tasks facing teachers of general secondary schools is to increase students' enthusiasm for learning and to teach students at an age when they still distinguish white from black. is to give clear and reasonable direction. Every teacher, while giving knowledge to students in his subject, should include them in the same lesson, be able to patiently, metonately, and always be sincere to the students who are lagging behind in learning. A modern pedagogue who thinks creatively in every way, deals with every issue with justice, intelligence and enthusiasm, always laughs at his lessons and is able to make his students equally interested in science with his pedagogical technologies, fulfills this real pedagogical duty. is considered reached.

The conclusions of the practice show that today's teachers in every discipline are entrusted with such a task, and in this, the freedom of the individual and the freedom of speech, as well as the ability to comprehensively look at the place and task of a person in society, and every pedagogue to teach students it consists in being able to love science and its incomparable place in life through oneself and oneself.

Currently, history, which is part of social and humanitarian sciences, is taught in schools and higher education institutions, and plays an important role in the formation of a child's personality. It is no exaggeration to say that history serves as a "mirror" that shows people the past. After all, our first president IAKarimov said in his works that "there will be no future without history." As students study history, they should first learn that today's

pharmaceutical days did not come easily, how many great people have passed away in the past, and how to draw conclusions from them in their good and bad deeds today, and to preserve any examples of heritage left by our ancestors. they learn And of course, studying history helps students to understand the political and social processes taking place in our society today.

Since history is mainly about information, students have some difficulty in retaining the information. Taking into account these difficulties, history teachers should use interesting game methods in the course of the lesson, be able to introduce various new innovative technologies into the lesson process, and be able to unite children in collective groups for better mastery of science. In Quida history lessons, we introduce interesting game methods so that students can master the subject well.

I. Step-by-step game technology.

Description of game technology. In this technology, students are alone or in small groups on the topic that has been passed and should be passed. is taught to express in a way. In this technology , students express their opinions individually or in groups in a variety of ways based on their interests . And, of course, the expressed opinions will be discussed at the end of the lesson in the form of a presentation.

The purpose of game technology. Such games teach students first of all to work as a team, to discuss all ideas together, and to develop the ability to think independently and logically. In addition, it helps children who cannot join the group, to be able to freely express their opinion in front of the team, to approve the opinions of their teammates, and to use the

“METHODS AND TASKS OF USING INTERESTING GAME METHODS IN EFFECTIVE ORGANIZATION OF HISTORY LESSONS”

knowledge they have acquired in explaining the assigned tasks.

Application of gaming technology. Such game technology can be used in lessons in different situations depending on the situation. For example, it can be conducted in laboratory sessions, free classes, and in small groups.

Tools used in the game. Various handouts, felt-tip pens, various colored pencils, whiteboard pens, etc.

Procedure of the game.

- The teacher divides the class into small groups of 5-6 depending on the topic.
- At the beginning of the lesson, students are introduced to the rules of the game and white papers with the name of the topic are distributed.
- Students are given time, and during this time, ideas are expressed in agreement with the team on the blank part of the paper.
- In addition, teams can express their opinions on the basis of pictures. But it is necessary to inform more fully.
- One of the members of the group presents the answers on the board.
- At the end, depending on the opinions expressed, the teacher evaluates and motivates the activists.

"Sun" game technology .

Description of game technology. For this, you will need a model of the sun, prepared together with the teacher and students, as well as music. In this case, the students who want to can try themselves, that is, the students are 3 or 4 around the model of the sun and learn the basic words related to the subject of history. they go around to the music. This game tests students' memory and attention span.

The purpose of game technology. In this game technology, the children's ability to correctly say history words to the sound of music and how strong their memory is is studied. In addition, the breadth of attention and thinking is determined and developed. The rest of the students follow the participants of the game.

Tools needed for game technology. A model of the sun, music and students participating in student creations.

Procedure of the game.

- A model of the sun is placed in the empty part of the first room, and the participants of the game sit around the sun.
- Appropriate music will be played for the appropriate students.
- To the sound of music, students will have to say key words related to history around the sun.
- The sitters follow them
- At the end of the game, the teacher will evaluate which students have said the words without stopping and making mistakes, and the teacher will give the necessary recommendations to the students.

"Pyramid" game technology.

Description of game technology. This game is mostly played in groups. Pupils are placed in groups of 3-4 and the teacher distributes a white paper with a picture of a pyramid to the groups. At the top of the pyramid there is a symbol of the desired history, and the students are the first to find out what this symbol is by filling in the logically located points at the bottom of the pyramid.

The purpose of game technology. First of all, it is to unite the students into teams and to be able to freely express their opinion in the

“METHODS AND TASKS OF USING INTERESTING GAME METHODS IN EFFECTIVE ORGANIZATION OF HISTORY LESSONS”

team. In addition, this game aims to improve students' ability to think logically.

Tools needed in the game. a white sheet with a picture of a "pyramid", colored pens and pencils, and a sheet of paper.

Procedure of the game.

- students divide into groups and name themselves.
- the teacher distributes a paper with a picture of a pyramid prepared in advance and the necessary game conditions, and time is given.
- when the time is up, the opinions of the first team are heard and summarized, what the symbol on the pyramid is, and the shortcomings are mentioned and evaluated by the teacher.

"Magic box" game .

Description of game technology. In this, the teacher brings a magic box that he has prepared in advance, and inside there is a picture of 3 historical figures, and the teacher tells a short story about it. Students will have to find out who that person is.

The purpose of game technology and the necessary tools. This will require a box and photos of historical figures. The main purpose of the game is to develop students' knowledge and skills and to test their memory.

Procedure of the game.

- A box is brought and the teacher tells one by one about the pictures inside
- Readers will find out who the historical figures in the box are based on this information.
- At the end of the game, the most active students will be evaluated.

Several of the game technologies mentioned above can be easily used not only in history

lessons, but also in other subjects. The first task of modern pedagogic teachers is to be able to make every student equally interested in lesson processes and to be armed with sufficient pedagogical technologies. A much more positive result can be achieved if the effectiveness of the lessons is based on various methods and game technologies.

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