

**USE OF DIDACTIC GAMES IN DEVELOPING MENTAL THINKING OF STUDENTS  
DURING LITERACY TEACHING**

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**Abstract:** In this article, more information is given about the methods of using didactic games in the development of mental thinking of students during literacy training.

**Key words:** Period of literacy training, sound, letter, analysis-content, lesson, game, didactic game.

Literacy classes are 8 hours per week, with 4 hours for reading and 4 hours for writing, as indicated in the curriculum. Literacy training will last from September 2 to the end of December. It is divided into 2 periods: preparation period. main period. The preparatory period, in turn, is divided into 2 stages: the stage when the letter is not learned. the stage where vowels and consonants, letters are learned. 10 hours of lessons are allocated for the 1st stage. The task of this stage is to acquaint the students with the school, the class, and the rules of order and discipline. They were told about oral and written speech, speech, the structure of speech from sentences, words, the structure of sentences from words; It consists in teaching the separation of sounds into vowels and consonants, forming the skills of practical use of them. In the writing classes at this stage, students are introduced to the notebook and writing lines, learn to write letter elements, and observe the equality between letters. 14 hours of lessons are allocated to the 2nd stage. At this stage, vowels and consonants are taught. After showing the letters that represent the sound, the letter is worked on.

We pronounce and hear sounds, and we write, see and read letters. 90 hours of lessons are allocated for the main period. The main task of this period is to teach children to read, to write and check the read syllables, words and sentences. According to the period and stages of education: preparatory period to Alphabet. Basic (Alphabet) period Preparatory period lessons are divided into 2 stages. In the first stage, students are prepared to learn sounds and letters. The lessons of the 1st stage are called "Lessons for studying phonetic parts of speech". Level 2 lessons are called "vowel and letter lessons".

Lessons in the process of literacy are divided into 2 types according to the subject. 1. Reading lessons based on the alphabet textbook. 2. Writing lessons based on a notebook. The main period of reading classes are divided into the following types, according to the lack of imparting new knowledge.

A reading lesson introducing new sounds and letters.

A reading lesson that reinforces learned sounds and letters.

Repetition of knowledge, generalization lesson.

The basic writing classes are divided into the following types.

Lowercase and uppercase writing lesson.

Lowercase writing lesson.

Capital letter writing lesson.

Learned syllables, practice lessons on writing sentences.

In the process of teaching literacy, 15-20 minutes of reading lessons at the end of the week are allocated for reading outside the classroom. Literacy classes are conducted using the improved analytical-synthetic sound method. Analytical-synthetic sound method is used in teaching the

structure of speech from sentences, sentences from words, words from syllables, syllables from sounds, extracting the learned sound from the word, learning it applies to teaching reading by adding letters.

For successful organization of literacy classes, "Letter box", "Letter typing cardboard", "Mystery fabric" cross-section, word cards, copies of language phenomena, meaningful pictures, pictures of objects, and technical tools are used. In the class, it is necessary to have a "Letter box" to work as a team, to form syllables, words, sometimes sentences with the participation of learned letters, and to practice reading. In, monosyllabic words, sometimes two-syllable words are formed. Various operations are carried out on syllables and words formed with the help of hyphens, replacing one letter with another, or replacing a letter, sometimes a syllable, a syllable or a word. z is formed and taught, the meaning of the word is worked on. "Magnetic calligraphy" can be used instead of the mysterious cloth.

During this period, educational and educational activities are diverse. During this period, students compose a text based on a picture. Poems, proverbs, sayings, etc. are recited by heart, and new poems, proverbs, fairy tales, etc. are taught. During literacy training, information is given and taught about sounds, letters, syllables, words, and text. It is also taught to differentiate between vowels and consonants according to their pronunciation.

At the first stage of literacy training, there is an important task, such as the understanding of letters and sounds, the division of words into syllables and sounds, the development of speech, the expression of words in writing, and teaching writing based on the rules of elementary orthography.

Organization of the educational process with didactic games in order to further increase the literacy of students during literacy training brings effective results.

When organizing didactic games in literacy classes, it is necessary to take into account the level of knowledge, age, and psychological characteristics of students.

Didactic games are used in the process of explaining a new topic, strengthening it, and testing children's knowledge.

The tradition of wide use of didactic games in the education and upbringing of children in folk pedagogy has been developed based on the experience of teachers.

The Czech pedagogue Y.A. Komensky emphasized that didactic games increase the child's mental activity, develop speech, expand imagination, and bring him closer to his peers.

Didactic games effectively affect the student's various abilities, perception, speech, attention, and mental development.

In psychology, it has been mentioned that games play an important role in the development of a child's psyche. Abu Raykhan Beruni stressed that it is an important task to interest students in the educational process and said, "The same thing is tiring, the memory is dull."

Didactic games increase students' interest in the lesson and encourage independent thinking. It is necessary to improve the quality of education in order to increase students' enthusiasm for studying. During literacy training, didactic games are widely used to increase students' interest in the educational process.

It is important to include educational tasks in didactic games, taking into account the learning of students.

Didactic games are divided into 3 types.

1. Games played using spoken words.
2. Game training.
3. Action games.

Didactic games are the most effective way to increase students' interest in the lesson.

Below we will introduce the types of didactic games.

1. "Hide and seek" game. In this game, 1 letter of the Word is dropped. For example: K I O B students find the letter hidden in the box. This letter is the letter T. K I T O B

2. "Find your place" game.

In this game, the letters in the word are exchanged. Pupils make words by putting the letters in their place. For example: M A R K A- K A R A M, R M A K A

3. "Find a word from a word" game.

These games are even better when played in groups. It leads students to quick thinking, resourcefulness, dexterity. It will be held in the form of a competition. For example: B I L I M L I, B I L, I L, B I L I M

4. "Which one is more" game.

5. This game teaches students to think independently. For example:

M A C T A B- It is written in the style of M A C T R A B. They find that the letter R is redundant.  
CONCLUSION

The use of interactive methods (didactic games) during literacy training in primary grades is an important factor in improving the quality of education. For this, it is necessary for the teacher to include didactic games in the educational process during literacy training. Because didactic games increase students' interest in the lesson, increase their independent thinking and increase their activity in the lesson. Word games such as "Say it fast", "Find it", "Chain" will help the student to improve his or her speech and develop his thinking skills. Such games are games that develop speech through words. In short, interactive games are an important factor in the development of a student's personality.

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