

**THE IMPORTANCE OF DIDACTIC GAMES IN THE ORGANIZATION OF CLASSES
IN THE PRIMARY CLASSES OF THE HOSPITAL SCHOOL**

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Abstract: This article covers didactic games and their importance in the organization of classes in hospital education, students of hospital education, the organization of classes in hospital education and the organization of classes in the primary classes of hospital education.

Keywords: Hospital, education, pedagogy, loving school, patient, lesson, didactic game, elementary, long term.

Hospital education is a section of pedagogy related to the organization of the education of children who receive long-term treatment and cannot go to an educational institution for health reasons. Hospital pedagogy is part of pedagogy and focuses its attention on a separate category of students — children who need long-term treatment.

Long-term treatment i.e. when it comes to a medical institution, students with hematological disease are attracted to hospital education i.e. a loving school.

It was involved in home education so that long-term students could be educated in cases where they did not come to a medical institution. The goal is to provide knowledge to the sick children without taking them away from education, school.

In general, the walls of this hospital school were chosen bright, not reminiscent of the disease. The atmosphere of the school can be felt by the child. It is also important that the child chooses for himself what class will be taught today and speaks more himself in this lesson.

In the process of long-term treatment, there are also cases when the child's memory is related and his previous knowledge is raised from memory, so that the opportunity arises to partially update his memories or enrich his former knowledge with new technologies, that is, with built-in Constructors, fairy-tale heroes, computerized robotics.

In addition through teamwork, the esa will be able to make new friends and exchange ideas. The main thing is that children are dominated by a sense of speech development and a full-fledged return to society.

The lesson is the main form of education in the implementation of educational goals in the modern educational process. A lesson in hospital education should be answered in order to satisfy both students and educators.

Lesson-a holistic system, in the process of its structure, educational, educational, developmental goals, content, form, style and tasks come to the surface. To draw up a holistic system, the educator needs to plan a lesson, prepare for it separately.

The introduction of a competency approach to classes in the primary classes of the hospital school the use of information and advanced pedagogical technologies forms a kind of competence in the content of education and in the personality of the student. The absorption of advanced pedagogical technologies into the content of education in a modern spirit, the widespread introduction of pedagogical technologies, the upbringing of a perfect person, the raising of the educational and educational system to a qualitatively new level is an urgent matter of today.

By using logical assignments that encourage analysis-composition when teaching children to literacy, the circle of thinking of students is expanded. In the process of thinking, students perform a number of logical actions through contemplation.

After the completion of the savod teaching phase of primary education, mother tongue and reading literacy classes begin and continue consistently until the end of the 4th grade. In teaching the subject of mother tongue and reading literacy, the main focus is on the formation of four language skills in the student: reading comprehension, speaking, writing and grammatical literacy.

Mathematics, on the other hand, sharpens the mind of the student, develops his attention, cultivates perseverance and willpower to achieve the intended Masad, teaches discipline in an algorithmic way and, most importantly, encourages innovation in reasoning, problem solving and expands his thinking.

The natural-scientific basis of the human world view is knowledge of nature. Young students experience a volume of knowledge that has not yet been sufficiently systematized when they realize the initial knowledge of the surrounding mountain. Combining disciplines allows you to solve this problem.

The holistic knowledge gained by the implementation of an integrated approach to teaching helps students to apply them during the educational process, extracurricular activities, when they are a graduate of a comprehensive school, as well as throughout their social life.

In general, the lesson should be interesting and meaningful to students, encouraging knowledge. The worst condition of an educational institution is the lost interest, ambition of the student in his studies. Great educator Y.A.As Komensky forbids,"the educational process and must be simple and pleasant." So, in order to fulfill these requirements, it is necessary for the educator to work a lot on himself.

Younger students realize community life through play. Game situations help them learn the rules of behavior in a practically easy, interesting way, without excessive explanation and exhortations. Hospital education students play and learn. Classes start with fun, attention-grabbing didactic games that are always appropriate for the student's age. This will also use all kinds of action games, from online gaming applications that belong to every discipline on SMART boards, as well as modern toys that help develop intelligence.

A full-fledged student who feels discomfort in his body due to illness may not have much interest in reading at the beginning. At this time, the hospital educator is able to involve him in education using the methodology of "play therapy". These games can sometimes be played as team games, but sometimes individually (individually). It definitely depends on the skill of the educator.

While from the outside it seems like a child is training with a game, in reality he will be learning or being interested in learning while playing. Such a method is also of great importance in the development of teamwork in students, competences of communicativeness.

The game plays a key role in the child's activities when a child who is being treated in a medical institution is admitted to the primary class with the first step on the threshold of an affectionate school. The game is their favorite hobby, and they try to harmonize any activity with the game.

Therefore, the teacher makes it possible to increase the efficiency of the process by using it in accordance with the goal, without squeezing out their hobby – game-from the student's activities. As a result, students acquire new knowledge according to the content of the game.

Children of younger age enjoy and play didactic games. Didactic games arouse students ' interest in Science, give each student the opportunity to develop their individual abilities, educate cognitive activity.

The best didactic games are structured in the prinsp of independent learning-i.e., they are structured in such a way that they themselves guide students according to their knowledge and skills.

Didactic games also greatly contribute to the successful management of students ' learning cognitive activities in elementary grades, which means that theoretical and practical knowledge is easily acquired through the medium of didactic games.

Didactic games are separated in students into games aimed at analyzing, logical thinking, researching, computing, measuring, making, testing, observing, comparing, drawing conclusions, making independent decisions, working as part of a group or team, teaching ethics, growing speech, teaching language, teaching new knowledge, and developing other types of activities.

The main requirements for didactic games include:

Didactic games should be appropriate for the age of students;

The topic on which the games are played should be proportional to the content-essence;

The time for conducting didactic games must be clearly defined;

Didactic games should have both educational and educational significance;

The purpose and importance of conducting didactic games should be determined.

Only when the above requirements are followed Will the effectiveness of the lesson increase, and modern technologies serve the effectiveness of Education.

Didactic games technologies are based on the activation and acceleration of student activity. They are of great importance in the realization and implementation of creative opportunities in the personality of the reader.

In addition, the use of applications such as “digital textbooks”, “Planet of Mathematics”, “literate” downloaded to interactive class boards or tablets in strengthening parts of the lesson process or in circle classes is of high effect. These applications are an additional resource for 1st-4th Grade Mathematics and mother tongue and reading literacy textbooks, and this application can be used in the development and evaluation of knowledge. These applications are designed to be tailored to the topics in the textbook.

As you know, the pandemic situation that has arisen in recent times has set unexpected new tasks for the educational system. Teledars were launched with the participation of the Ministry of preschool and school education of the Republic of Uzbekistan, teachers of secondary schools, state TV channels.

Various platforms and software have been launched to organize remote reading on the borders of the Internet. Distance learning courses have been established by software development organizations. Internet and software tools have appeared at the disposal of educators. Textbooks created for elementary grades are QR-code and” completed reality " (Eng. AR-Augmented reality) technologies.

At the same time, the necessary conditions have been created to improve the quality of education in hospital education.

It's no secret that the current student is not a student from 10 to 15 years ago. He does not go to the library to find information, quickly receives information he hears from the social network and thinks on the basis of these. Uses Google or similar digital services to find information. This

is a problem for classical pedagogy, but when we work correctly with a spectrum of interests, these are the same provisions for achieving a pedagogical goal.

Our life is connected in every way with technology and technology: from the morning clock Bongi to the conclusion of the day plan with drawing up and reading. In order to improve and develop the quality of education in an affectionate school, the beneficial use of technologies in lesson processes is established.

Here, a tablet and an interactive classroom board have become an element of learning. children enter the reading process with great interest. It is equivalent to combining play with classical education. As a result, the effectiveness of the level of assimilation and education in the study process increases. Digital textbooks are given in such a way that it is not possible to move on to the next one without mastering a single topic. It is a transparent and ball-to-ball control system.

During the period of teaching literacy, special attention should be paid to conducting didactic games with students. In particular, such didactic games as “when the colors speak” , “yelpi yourself”, “picking apples”, “Sunflower”, “Mirror”, “Super lotto”, “Pyramid”, “find the opposite”, “train”, “fruits of Uzbekistan” , “horse and his child toy”, “role-playing”, “excursion”, “smallness” are among them. The inclusion of puzzle assignments in the textbook is of great importance in the development of independent thinking in students, encouraging them to resourcefulness and erudition.

Also, the introduction into the textbook of certain words in marriage, such as “ma”, “ma-na”, “nom”, “ni-ma”, which are actively used in a child's speech or are well known to them, is aimed primarily at strengthening the knowledge of a particular letter-sound in students at the initial stage of the alphabet, to give them an adequate level of the recommended educational material, It is advisable for the teacher not to be limited to textbook materials, but to creatively use images of various content in the full interpretation of the content of these words.

Specifically, to reinforce the letter-sound Aa, the presented " from which syllables can a word be made?"“the didactic game” picking apples " can be used creatively in the study of the didactic material given under the question.

The textbook on mother tongue and reading literacy is a new generation of textbooks and today, relying on the national curriculum, each assignment and texts are considered to be structured accordingly. As you know, every student today has an independent opinion, he should be able to express his verbal opinion clearly and succinctly. Here is an example of another educational game in a simple simple way for elementary students aimed at growing such a speech. It is a” link between Pictures " game. In doing so, readers compose text with images interleaved. For example: "no matter how deeply the teacher explained the topic, the little ones were busy with the ò òul mash mash mash mash mash mash mash mash.

The teacher was trying to explain by talking in the voice of the microphone height. He would explain from the map about the mountains, rivers, climate. The teacher was upset when the students did not listen to the lesson, then asked the subject one after the other, placing the students in order and placing them on the board in the classroom .Over time, the students realized the mistakes they made and presented a bouquet of flowers with an apology from the teacher.”

"Success stop" game. The game can be used by students as a classroom and in groups as well as individually. Each stop can be named according to the subjects being transferred. For example “letter stop”in the subject of the native language. At this station, we will be able to create letters from the subject of the native language, words from letters, and texts from words and sentences. With this extended, we can list interesting questions depending on the stops of sounds stop, logic stop, vowel stop, consonant sound stop, etc.

The subject of reading can also be logic, science enlightenment, fairy tales – suffixes for good, Proverbs, riddles and poetry stops, as shown above. For example poetry stop at this station, readers try to memorize the poems they like to tell and give the poem a tariff.

In mathematics, we can form numerical stops and name each stop according to the subject being passed. For example weekday stop at this Station, students will have knowledge of the name of the days of the week, the order of arrival, and each hour of each day.

About the station of the seasons from the Natural Sciences. Sunny station, star station, animal station, Flower Station. Through these stations, students will strengthen their knowledge with the alternation of the seasons of the year, with the wonders of nature, with plants and animals.

In conclusion, it can be said that the game is not only the passage of time or just the norm for children. During the game, Children's thinking, worldview, circle of thinking expand. Y.A.Comenisky also believed that an approach through play would facilitate the educational process. Not only makes it easier, but it also encourages the child to gain deep knowledge, strengthening their interest in science, the topic.

In the process of hospital education, the enrichment of the memory of students, the growth of their speech and thinking is enriched with the help of various methods and methods, in didactic games the consciousness of students, absorbed into the heart, their activity, depending on the types of games, reflects to a certain extent life.

Didactic play will be an instructive method, which will be aimed at achieving certain educational goals, that is, strengthening the topics covered and deepening it.

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