

**EFFECTIVE METHODS AND METHODS OF TEACHING IN PRIMARY GRADES IN SCHOOLS.**

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**Abstract.** *This article talks about effective methods and methods of teaching in elementary grades in the schools of our country, as well as games.*

**Key words.** *Education, teacher, method, game, upbringing, method, ability, skill, skill, process.*

Education is a cooperative activity of the teacher and students, and in this process, the development of the individual, his education and upbringing is 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. 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. In the course of education, issues of education and upbringing are solved in the form of cooperation between teachers and students during classes, independent work of students, extracurricular activities.

The purpose of education is formed according to the needs of society. Therefore, the goal of education should be appropriate and proportionate. The goal of education in scientific literature is to create skills and competencies, develop logical-creative thinking, improve communicative literacy, inculcate the national idea, form oriental education, define personality it is emphasized that it consists of spiritual enrichment. Based on the educational goal, students' communication culture is improved by increasing their independent thinking, oral and written literacy, and developing logical thinking. On the basis of the educational goal, spiritual, ideological and sophisticated education is given. In the process of language learning, there is an opportunity to get closer to the cultural and moral values of the people.

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 system of personnel training in the field of information technologies is considered one of the important conditions for the successful implementation of the "Digital Uzbekistan - 2030" strategy, the development of digital technologies and the wide introduction of them into the everyday life of the population. They use their views, that is, they rely on specific differences in the reception, processing and implementation of the information being learned. In the educational process, the issues of education and upbringing are solved in the form of cooperation between teachers and students during the lesson, independent work of students, extracurricular activities. Nowadays, interactive methods and information technologies are used in the educational process. Interest in it 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. It 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, "Siquain", "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.

The method can be used in individual, group and public form to ensure thorough mastering of the subject by students and to determine their knowledge. Using this method to strengthen a new topic in the study of topics such as "Kitchen equipment", "Birds", "Pets and poultry" in the 1st grade textbook gives a positive result.

In this case, four words related to the topic and one irrelevant (extra) word (concept, idea) are given. Students identify this word (concept, idea).

For example, it can be used as follows when completing the task given in exercise 1 of the 1st grade textbook. The recording will be displayed on the screen. Students identify the redundant word.

Domestic animals: cow, sheep, horse

Then a task is given to make a sentence with the participation of these words, and moral education is given based on the formed sentences.

Example: horse is man's best friend.

Based on the sentences created by the students, the students will be instilled in their hearts with love for mother nature, and will be taught to have a positive attitude towards domestic animals.

"Video discovery" method Currently, 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 performed:

- several video clips are shown to the attention of the students without comments, which help to illustrate the essence of the topic under study;
- students explain what process is shown in each picture;
- record the nature of the processes in their notebooks;
- answer the questions asked by the teacher.

Based on this method, a video on the topic is shown through a computer. Students express their opinions about the topic of the video and the topic expressed in it. For example, on the basis of "Electrical equipment" (grade 1), "Seasons" (grade 2), students are given insights into our national traditions, customs, and economic relations. The use of interactive methods and educational games, modern information and communication technologies in primary classes will help students to think independently, expand the scope of creative research and logical thinking, connect what they learned in classes with life, and increase their interest. The effective use of the conditions created by teachers based on such modern requirements and the organization of classes based on advanced pedagogical and information communication technologies guarantees the quality of the educational process.

It gives a positive result if it is used in lessons to repeat games and tasks or in reinforcement lessons. The choice of which type of game-task depends on the type of lesson, the level of training of students to perform games-tasks, their level of knowledge, opportunities for independent creative work, the ability to quickly recall what they have learned, and the degree to which creativity is formed. should be

In education, attention is focused on the issue of teaching the student to think, to understand the opinion of others and to be able to express this opinion in oral and written form. takes place. The way of life and cultural creativity of the nation is studied on the basis of its rich historical heritage.

In our opinion, 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. Only when the above requirements are followed, the effectiveness of the lesson increases and modern technologies serve the effectiveness of education.

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