FROM THE METHOD OF EDUCATIONAL GAMES IN MATHEMATICS  
LESSONS IN PRIMARY SCHOOL ADVANTAGES OF USE

Rakhmanova Komunaxon Axatjonovna  
Student of Andijan State University.

Kholmatova Gullolaxon  
Teacher of Mathematics, School No. 7,  
Jalal-Abad district, Andijan region

Atabayeva Yulduzxon Davronbek qizi  
Student of Khorezm regional law college

Annotation: This article is an in-depth and effective teaching of mathematics for the formation of young people in primary education as mature, talented and gifted personnel in the future and provides theoretical information in the form of recommendations for the use of modern, advanced teaching methods and practical application of concepts.

Keywords: education, system, innovation, method, lesson, students

INTRODUCTION

In our rapidly developing country, education is very important is given. Education systems and their interdependence are relevant today is one of the issues. The quality of compulsory education in our country and a wide range of new innovative teaching methods to increase efficiency The work aimed at improving the quality of education using. To keep the lesson interesting, keep the students interested and young methods that are appropriate to their characteristics should be used. It's an educational game The importance of the lessons is great. 5-10 minutes for educational games during the lesson or at the end of the term and in the return of major topics, an entire lesson can be separated. Educational play is inextricably linked to the content of the lesson materials and the students should be appropriate to the level of knowledge. Depending on the content and format of such lessons different they will be targeted. From an educational game prepare for it first, prepare the necessary equipment
in advance, and play. The rules are explained. He took an active part in the game and fulfilled their conditions. Elementary school students are encouraged and evaluated, and independent work will be rewarded.

We now have a non-traditional teaching method called Think, Search, Find. We'll show Two small groups of students are asked to conduct a “Think, Search, Find” lesson. We will be in groups. Each of these groups is named. Then stand up for them questions and assignments on. The leader of the group is chosen. Group members communicate to answer questions and assignments. For example, in the classroom, the students in the classroom log in after completing the sections. Odd-numbered students are group 1, named after a triangle; and students in pairs are called Group 2 rectangles and show the group leaders and evaluate them by giving them pre-prepared questions and assignments.

Round 1 Assignments In this round, group members are asked quick questions. For example, 1. How many candles are left if we extinguish 2 of the 5 burning candles? such as questions, two groups are given 10 points and 1 point for each correct answer.

2- Round assignments This round is called “Ask a question, get an answer”. Everyone in this round group members will be asked 5 interesting questions.

Round 3 Homework questions Be careful (puzzle). This round is group participants will be asked puzzling questions about science. Is equality true? Har 5 points are awarded for one correct answer.

Round 4 Tasks “Knowledge” competition. Test questions for each participant in this round and they will be checked at that time. 2 points are awarded for each correct answer.

Round 5 Assignments "Lucky Player" competition. The lucky player will be selected in this round. The successful player is instructed to write the integral and product table on the board and is correct 5 points are given for the answer.

Round 6 Assignments In this round, teams compete against each other. It's enigmatic issues (proverbs) are solved. This is the last round, followed by groups.

Collected Scores will be announced and students participating in the educational game lesson knowledge is evaluated and encouraged.
Conclusion

To keep the lesson interesting, keep the students interested and young methods that are appropriate to their characteristics should be used. It's an educational game. The importance of the lessons is great. Educational play is inextricably linked to the content of the lesson materials and should be appropriate to the level of knowledge of the students. It is recommended to conduct such classes after passing the section.

References: