

PROCESS OF INTEGRATION THROUGH DIDACTIC GAME TASKS IN MOTHER LANGUAGE LESSON

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As mentioned above, the educational task is to organize, repeat or reinforce a topic through games. Through the game, it will be possible to perform this task without realizing it. As for the educational aspect, in the course of the game, qualities such as cooperation, discipline, diligence, hard work, and completion of the started work are brought up in the students. Through the game, students' thinking develops, their creative abilities increase, qualities such as quickness and responsiveness are formed. In general, the didactic game has a positive effect on the overall psychological state of the lesson. Kotarinki's mood helps to overcome difficulties in acquiring knowledge. The characteristic of didactic games is that it increases children's activity and initiative, teaches them to believe in independence and little strength. Also, children's will and character are formed during this month. The child is accustomed to honesty, correctness, teamwork and action. Subjects that are difficult to learn are easily learned through didactic games. Through regular and consistent use of didactic games, children's ability to become independent increases, their interest in science increases, they are able to observe, compare, summarize and draw conclusions.

Children also use their little knowledge and experience in the game, because the didactic game is a practical activity of children, that is, children put their little knowledge into practice in the process of the game. Through this, their understanding expands, their knowledge, skills and skills are strengthened. Children try to complete a specific task by following the rules of the game. For this, active mental activities such as concentration, observation, and memorization are also required. Modern mathematics relies on systems theory to underpin the concept of natural numbers.

There is a specific educational purpose for teaching children to read. That is the most important importance of the game. Oyin differs from other types of training in the forms and methods of cancellation.



Didactic games allow you to endlessly repeat and change the methods of the game, to add various things to the game. Didactic games include demonstration of teaching, the teacher's speech and children's movements, as a result of which unity is born in perception (sight, hearing, skin sensation signs). This allows the children to understand what the teacher said and to express what was said, that is, the students themselves follow the rules of the didactic games.

The structure features of didactic games in this way make it possible to analyze students' activities. That is why all children act with interest during the game.

Didactic games affect the child's feelings and create a positive attitude and interest in learning. Children perform the ritual with great satisfaction, and wait impatiently for the ritual to begin, involuntarily the joyful scene of tomorrow's school day is embodied in their minds. Each didactic month is attended by many children or a whole class

Below, we will focus on the game tasks that show the process of integrating the subject of the mother tongue with other subjects through didactic game-tasks that can be used in primary class mother tongue classes.

For example, the month of circular words can be conducted in a group or in a row. Students are given the following task. Each group is presented with pictures of individual children, trees and flowers. They have to say the number of children, flowers and trees in these pictures. At this point, the participants of the group will have to write this number in words on the notebook and say that it is an even and odd number by connecting them with mathematics. For example; three boys, two girls, five trees, eight flowers, mathematical knowledge is also remembered here.

Students are given the task of saying words through the educational game "Zanjircha". The next reader of the words they say will have to say the words that start with words suitable for the given topic (that is, words that match the rule), only that the said words are suitable for the topic requires a lot of research. Also, students will have to make a text problem from three lines by using these words.

For example: Let the topic of word-building compounds be the words spoken by the students: worker, florist, flower garden, fisherman, without water, hardworking, tenacious. Now it is necessary to form a problem with the participation of one of these words.



For example: Gulchi garden grows 400 white roses and twice as many red roses. Pink roses are 100 less than red roses. How many pink roses are growing in the flower?

Through this game "Ladder", students have to climb the ladder of a nine-story house. To climb the ladder, handouts are attached to each rung of the ladder, and to stick it, you need to say the answer to the question written on it. The given questions are about the day of the week z cotton. Here you can see the connection of the fourth day of the week with mathematics.

Foydalanilgan adabiyotlar

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