IMPELEMENTING GAMES IN SECONDARY EDUCATION

Isroilova E'zoza Akmal kizi

ezozaisroilova0113@gmail.com

Annotation: Pedagogical technologies in the activities of the preschool education system in the current conditions, interactive methods are widely used. The essence of these technologies, basic principles, laws, ways of their effective use delivery to the practitioner-educator and teachers is facing pedagogical science one of the pressing problems.

Keywords: education, innovation, educational technology, pedagogy.

Introduction: The concept of educational technology is the weapon of achieving the goal of education, that is, in advance step-by-step practice of the designed educational process on the basis of a holistic system introduction and implementation of a system of methods, methods and means of achieving this goal, education represents process management.

The central problem of pedagogical technology is through the development of the personality of the child education consists in ensuring the achievement of the goal. Pedagogical technology the principles are: guaranteed end result, educational effectiveness, the presence of a reversible connection, a clear formation of the educational goal.

Game technology also has its own clear purpose, implementation of the game method the logical sequence and correlation of the processes needed, in advance it differs in the guarantee of achieving the specified results.

L.S. Vigodsky game the inner social world of the child, social orders defines as a means of acquisition. Any game performs certain tasks:

-the charm of the moment;

- communique;

- the realization of one's own capabilities;

- diagnosis;

- dialogue between Game participants;

- socialization.

As you know, games have the following four main features:

- freely developing activity, that is, the child chooses the game himself, in which active participation will. In this, the process of the game is important, and not the final result in the first place significance;

- creative character, that is, great for creating for children in the process of play there are opportunities;

- emotional impact-the child wants to take a central place in the game, the winner tends to be, which helps to increase the child's activity;

- basic and additional rules game content, its logical sequence defines.

As a process, the game structure covers:

- roles taken to play;

- game moves that are a means of playing these roles;

- exchange of real things for conditional ones;

- real interaction of the participants in the game;

- conditionally created plot (content) in the game.

Educational purpose in any technology, including Game technologies it is necessary to be clearly defined. This is the main basis of technology. Goal correctly set for the educator must know what he wants to teach the child. One it is advisable to set one goal in training. For example, children Number 3 to introduce or give insight into the seasons of the year, etc.k.

Game technologies (especially for kindergarten children) developer realization of goals (development of perception, memory, attention, thinking of the child) it is also possible. In this, the final result will be more important in the game process.

Pedagogical performance games begin to be mastered by a child from the age of three.By this age, the child begins to get acquainted with the relationship between people, begins to distinguish between the inner and outer sides of events, making internal experiences in itself begins to notice. React to them.

Children in preschool age are socially valued and go to master the activities of the game the social evaluator begins to prepare for activities. In the preschool system there are the following types of pedagogical games used:

1. Children's mood booster.

2. Co-convener.

3. Encouraging children to show their self.

4. Forming a sense of self-confidence in children, physical and intellectual aimed at losing problems.

5. Describing limitations in preschool children's behavior (diagnostics).

6. Giving positive corrections to the structure of the personality of children.

7. Shaping interethnic tolerance.

8. Games that shape social, collective relationships in children.

Pedagogical games can be classified as follows.

Depending on the types of activities: social intellectual, labor, social and psychological games.Depending on the nature of pedagogical processes: educational, developer, productive, creative, psychotechnical games.Depending on the methods of games: subject, plot, artistic role, imagination of phenomena conceivable and drammable games.Subject-based games:

mathematical, biological, ecological, musical, technical, physical education, economic savings and business, entrepreneurship development games.

By Game Tools: game tools (ball, pyramid, Cube, etc.) with games to be done and games to be done without Game Tools games, computer and TV played on the counter, in the room and in the field technical tools such as games.

Experience gained by older people in preschool education to younger people in the process of absorption, games appear as an educational method. Game depending on the methods, depending on the tasks of preschool education, subject, drammed games are widely used.

Educational training of pedagogical games developing in preschool education application in the process will have the following specific character. First, developing pedagogical games will consist of a set of Special Tasks. Secondly, the tasks in the game activity are colored cubes, bricks, squares, plasticine, cardboard papers, konstmktor-various ornament in mechanical complexes, painting and it is carried out by means of silent objects. Third, assignments are independent in order to ensure the execution of the ULR from easy to difficult, with a clear time interval ensure quality execution.

The use of interactive games in preschool institutions is positive results. In the process of these games, the child from a passive object to an active subject

rotates. And the main task of the educator is the organization of the game, the conditions for children's creativity consists of creation.

Interactive method:

1. Education as an integral part of pedagogical technology education it is a   process that reflects its general essence .

2. Education is an evolutionary, optimizing process of Education social need.

3. Effective educational process of didactic and educational nature is the organization.

4. Performs the function of directivity, that is, the development of personality training serves for shaping,

5. Personality is characteristic in the process of training a particular education a single, strict, non-regulatory process in relation to application.

Interactive methods in turn psychological in Qui in preschool children it is distinguished by the shaming of its privates, namely ;

Thinking : - logical thinking develops on the basis of a visual, pictorial process.

Speech:- a certain influence on the development of internal speech is exerted by the speaker.

The process of voluntary knowledge;- in the process of mastering, the moment of voluntary self-fixation proceeds to jam.

Physiological sensitivity: - the majority of individual shots, low in the score.

Object of knowledge:- cause – effect between subject and events dependency .

Method of knowledge assignment: - independent activity, knowledge with adults and peers make communication.

Terms of successful mastering: - the breadth of a personal worldview, har erudition in a business.

The condition for maintaining communication:- in addition to the situation, the moment of personal communication.

Relationships with peers:- source of emotional support.

Emotions:-the possession of high - level emotions.

Game activity: - it is formed to behave in accordance with the role taken

In the process of interactive games to correctly describe the independent opinion of the child, learns to listen to others, in other words through interactive games in the future, positive qualities are formed that are for each child. Interactive in order to conduct games effectively, it is necessary to pay attention to the following rules:

1. To what extent do children play rules and content before training to determine what they understand.

2. Age characteristics of children and their relationship to each other Override score.

3. Taking into account the abilities and psychological characteristics of each child.

4. The use of materials that are interesting to children in the game process.

5. Looking for styles that attract attention and attention.

6. Correct distribution of to children.

7. Knowing for what purpose the game can be used.

8. To get an idea of the main stages of the game and get the results forecast.

Correctly organized game from a pedagogical point of view moral, volitional of the child to acquire knowledge in it, along with the formation of properties, the secrets of the surrounding world it is of interest to open. Therefore, play in preschool institutions technology should be widely used.

The concept of games technology is a component of pedagogical technology.The game technology uses the traditional game method for its specific purpose, the logical sequence of processes to be implemented and the reciprocal dependencies differ in the guarantee of achieving predetermined results.

In conclusion, it should be noted that education is pedagogical to educational processes targeted application of technology and interactive methods, preschool children kissing intellectual abilities, educational images, children's independent it leads to the growth of activity and the achievement of educational productivity.

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