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## ABOUT SOME EFFECTIVE WAYS TO TEACH LANGUAGE

**Annotation:** Language learning not only helps to develop the balance of the thinking process, but can also perform the function of a base for studying other disciplines. This article talks about language and easy and effective ways to teach.

**Keywords:** Method, didactic games, psychological barriers, inference games, incentive games.

Social and economic changes in our society in effective ways in the study of foreign languages, therefore, necessitate widespread use. That is why in recent years it has become a need to look for new methods in the teaching of languages and use them more widely.

One of the pressing issues is the use of various methods of teaching foreign languages in language training centers organized in the regions of the Republic. It is necessary to eliminate problems arising from the peculiarities of teaching foreign languages in language training centers.

First, it is advisable to use the topic and similar materials that are most used in the daily life of each learner.

Secondly, it is necessary to divide into groups according to the goals of students studying a foreign language. This is of great importance for reading activities, group work.

Thirdly, it is also the same provision to divide into groups according to the level of knowledge of students. Because it prevents psychological barriers in them. Psychological barriers mean reluctance, inability to correctly answer a question in front of comrades in class, excitement.

In addition, the use of interesting techniques in teaching foreign languages also gives a high result. Because through game activity, figurative memory appears in our brain activity. For example, when words are memorized by tying them to different toys and activities, the word associated with them is memorized when one sees the same objects. It plays a key role in sharpening memory.

The effectiveness of teaching a foreign language depends on whether the teacher knows the teaching methods perfectly, can choose the method correctly and can apply each of them in his place. The effectiveness of teaching a foreign language is closely linked to many factors. Obviously, taking into account the psychological characteristics and educational opportunities of students, the correct setting of the system and methods of assignments corresponding to the content and purpose of foreign language education, the establishment of pedagogical cooperation between the teacher and the student, the purposeful selection of tools employed in the lesson are all related to ensuring efficiency.

The method is a Greek word meaning “research” or “way of knowing”. The concept has philosophical and didactic meanings.

In a philosophical sense, the concept of “method” means observing the phenomena of nature and society and approaching reality from a scientific point of view.

Let's look at the types of games used in the study of languages.

1. Games that make up a healthy environment for group work.
2. Games aimed at identifying common interests.
3. Games that ensure the unity of the group.
4. Incentive games.
5. Summary games.

Games aimed at identifying common interests. When using a method like this, positive gains are achieved, such as newly added members to the group adapting to the new context and sharing common interests.

Games supporting group Unity. These techniques ensure the group is cohesive while helping to build relationships.

Easy interconnection of different concepts with the help of cross-linking Games provides a transition from one topic to another without difficulties, but rather with interest.

Incentive games. Through stimulating techniques, the path is given to the fact that the Reaper does not get bored with the lesson, "adjust the breath" during the lesson.

Summary games. The completion of the study of large topics is considered a method based on the improvement of acquired knowledge and skills, the fluency of personal thoughts and views of students.

In the modern educational system, special attention is paid to the use of didactic games in the formation of practical skills and competencies on the basis of theoretical knowledge acquired by students.

Didactic game is a type of educational activity that stimulates the student's interest in knowledge and level of activity on the basis of modeling the object, phenomenon and processes under study. At the same time, the game is also considered the appearance of social activity. Currently, in the hands of teachers there are developments of didactic games in all academic disciplines, especially in educational programs created on primary education, the list of various didactic games is sufficiently indicated.

The globalization of education is ensuring the rapid penetration of computer games into school practice, which have an educational and developmental character and are diverse in direction. Didactic games are important for students in the active acquisition of socio-useful work and reading skills. The importance of didactic games is determined not by its result, but by the content of the process and its course. Games prepare children to actively participate in the process of social relations, reduce their various psychological tension. They can be awarded only if the interest of students is of positive importance when using didactic games. In contrast, a methodically underfunded and simply organized game does not give a positive result.

Below we will look at modern techniques that can be used to improve language learning. 1. The game "who's finding a lot of words". In this game, students are given the task of finding a word related to a letter. In this, the time is determined at the discretion of the educator. For a specified period of time, the initiator with this letter must write the words by heart. The reader with the most words is the winner. This game challenges children to repeat what they memorize, sharpen memory, and speed up.

Quyida til o'rganishni yaxshilashda foydalanish mumkin bo'lgan zamonaviy metodlarni ko'rib chiqamiz.

2. The "think fast" method. In this method, the teacher gives each student a white and black card. The teacher draws up right and wrong thoughts from the topics mentioned and reads quickly. He explains that they show white to the right thoughts and black katochka to the wrong ones. The student with the most points during the same millet game is encouraged. This increases the efficiency of the quality of the game training. Increases students' interest in science.

3. "Who am I?" game. In this game, a student goes on a board, a crown made of paper is put on his head, and a lesson-specific term is written on it. Other readers alternately describe it Term. The reader on the board will have to use these qualities to find out what is written on the crown.

4. The game "from the word yasa". In this game, students are divided into groups. Each team is given a longer 1-to-class word and given the task of making a different word from that word. In this game, too, time is set according to the wishes of the teacher. The team with the most words wins the title. Through this game, it is possible to increase the interest in the lesson in children. Because they act as much as they can to avoid being defeated.

This provides an opportunity to repeat the lesson under the pretext of not boring students, as the game is fun. The use of methods in the lesson, in addition to establishing freedom, respect between the teacher and the student, contributes significantly to the quality of Education. Another useful aspect of using such techniques is that with the help of one method, the content of the subject is revealed more fully, while another makes it possible to master it positively.

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