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# Pedagogic technologies of the development of the thinking of students through primary school reading classes

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**Abstract** It is desirable to use didactic games based on interactivity, which in the process of teaching and learning mainly on the motivation for learning in students, increasing their ability and interest in the type of communication, showing their predisposition to a profession. Interactive games are divided into theoretical, practical, physical, role-playing, workmanship and other directional types. They develop activities in which students acquire new knowledge of analysis, calculation, measurement, structuring, testing, observation, comparison, conclusion making, independent decision making, group or work within an Independent Community, speech cultivation, Language Teaching. According to the general theory of games, the classification of all existing game types is divided into functional, thematic, constructive, didactic, sports and military games. In this article, an idea is made about the importance of using pedagogical technologies to develop the thinking of students through primary school reading classes.

**Keywords:** primary class, education, interactive techniques, pedagogical technologies, literacy, upbringing, game-based methods..

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## INTRODUCTION

Special attention should be paid to increasing the interest of students in primary education lessons. Because children should not be tired of the sacred word "lesson" from the primary classes. Today, in order to increase the interest of students in the lesson, experienced teachers use various didactic games. The interactive method is to guarantee the assimilation of knowledge under the influence of their mutual action by increasing the activity between the teacher and the students in the educational process, serves the development of personal qualities. The use of these methods will help to improve the quality and effectiveness of the lesson. Its main criteria are to conduct informal discussions, to freely describe the educational material, to study independently, to study, to conduct seminars, to create opportunities for the initiative of students, to work as a small group, as a large group, as a class team, to give tasks, to carry out written work, etc.

Interpersonal it is the activity of two people, that is, the process of learning from it takes place in the form of dialogue (computer communication) or on the basis of interaction of teacher - students. Interpersonal – occurs in conversations of mutual activity, action, impressiveness, pupil – teacher, pupil-reader. The main goal of interactive techniques is to create an atmosphere of active, free, creative thinking of the student by creating the most favorable environment and situation for the educational process, to create an environment for its needs, interests, internal opportunities. Such lessons are so late that in the process, not a single reader will have the opportunity to express clearly the thoughts that he or she has heard, read, seen, not overlooked. The process of mutual exchange of views is formed. In children, enthusiasm for knowledge, interest increases, mutual friendly relations are formed.

Interactive education by its own feature didactic games through (thinking, finding) through the creation and solution of a problematic situation through the design of the conversation – lesson process, which includes the techniques of implementation using information communication technologies on the basis of creativity. Education on the basis of information and Communication Technologies consists in teaching using computer programs, distance learning, teaching on the basis of internet networks, media education

methods. In primary education, methods based on the design dialogues through didactic games are widely used, according to the age characteristics, literacy levels, personal nature of students.

The worldview differs in its essence in the way of a scientific (having a certain philosophical system) and a simple (not having a certain philosophical system) worldview. On the basis of the scientific worldview lies ideas that have gained stability as a result of thorough mastering of the foundations of consistently existing disciplines, active participation in the process of social relations. The formation of the worldview of primary schoolchildren is considered a complex process with a long-term, dynamic nature. The importance of teaching creatively. The creative teaching skills of Primary School students is to work towards the genesis of something unique inside and outside the student. According to several reasons, creative training of students of the senior class is important: creativity is the heart of the motivational class. This gives students and teachers the opportunity to express ideas and ideas in unique ways. creative training of Primary School students leads to active learning. It can be an idea, a moment of learning, an emotional experience or any creative vision.

During reading, it is important to achieve a sense of emotion expressed in the example of an artistic work, the inner experiences of a writer or hero, eating up the content of the work. The normal speed of reading helps to fully understand the meaning of what is read. By reading at Normal speed, the child perceives the main content in the sentence. In the educational process, it is desirable to use didactic games based on inter physiology, which mainly show the motivation for learning in students, increase their abilities and interest in the type of communication, show their predisposition to a profession.

In conclusion, unlike other stages of continuous education, the formation of reading skills of students in the reading lessons of primary classes, the work on the text of the work is the didactic purpose of Education. He is closely connected with spiritual-moral, literary-aesthetic upbringing by working on texts on various topics. Interactive games are divided into theoretical, practical, physical, role-playing, workmanship and other directional types. They are analysis, calculation, measurement, structuring, testing, observation, comparison, conclusion making, independent decision making, working within a group or Independent Community, speech cultivation in students.

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