



## USING INTERACTIVE TECHNIQUES IN NATIVE LANGUAGE AND READING LITERACY CLASSES

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### Abstract

Currently, there is a broad emphasis on educational issues in schools. Therefore, each elementary school teacher should educate students through interactive methods to educate moral characteristics in them. We will talk about several methods in this article.

**Keywords:** educational system, interactive methods, education, primary education.

In general secondary education, the main task in teaching native language and literary subjects, which is included in the set of subjects covered by the curriculum, is to regularly cultivate a sense of interest and attention to the word in educators, to explain to them the importance of the word, its place in various texts.

The decree of the president of the Republic of Uzbekistan "on measures to further develop the Uzbek language and improve language policy in our country" dated October 20, 2020 PF-6084 defined tasks such as achieving full and correct use of state language opportunities in all areas of socio-political life of our country, further improving the system of teaching the state language in educational organizations, increasing its prestige as

Our President Sh. M. Mirziyoev noted, "the more educated our children come out of school, the faster the sectors of the high-tech economy develop, the more social problems can be solved. So if I say that the threshold of a new Uzbekistan begins with school, I think that our whole people will support this idea."

The vital activity of students, just like that of Primary School students the main activities are organized by the games. Games in the formation of the personality of students is an important tool. In it, the reader is formed in every possible way. Education the process has a positive effect on results. Games focus on readers like concentrating, strengthening memory, full-fledged thinking, strengthening willpower forming educational qualities, being kind to each other, appreciating the team, loyalty, aspiration also has educational aspects, such as appreciating each other's opinion.

Formation of a team, cooperation between students in the game process, friendship also creates an atmosphere of finding decisions, communicating, being like-minded.





This gives leads to more cohesion of students. If today's national training and in the course of the programio -based classes, it's exactly like that Games organized in mother tongue and reading literacy classes are organized by students each encourages biased thinking. Their benefits to the educational process are also great. Education improving the quality and content, competencies on the base and science serves to form. For you to use in such lessons we give an example of educational –didactic games.

Mother tongue and reading literacy textbook is a new generation textbook today with reference to the national curriculum of the day, each assignment and text is followed by suitable is structured. As you know, every student today has an independent opinion, it is necessary to be able to express his verbal opinion clearly and succinctly. Here's how to grow speech another educational game in a simple simple way aimed at elementary school students let's give an example.

It is a requirement of today to look for new educational methodological aspects of teaching, effective areas, to apply it to the educational process, on the basis of which further strengthening the knowledge of students in the field of science.

It is a system of methods of determination and organization, taking into account human potential and their interaction." Today, the methods that are entering under the name of interactive methods imply the goal of achieving high results in a short time, without exerting excessive mental and physical effort on the teacher-student. Skillfully ending the results of the game and connecting them with the results achieved;

It is necessary to conduct the game intensely.

During the game, students always act based on the resources they are familiar with, resulting in this material becoming even more robust in their memory.

The elements of the game raise children the level of knowledge, speech, reading.

Remember the letters game

The goal of the game: to teach students how to pronounce sounds correctly and remember.

Applications: images of various objects familiar to readers are vowels that begin with the names of these objects (cards)

The course of the game: a group of students of the class takes part in the game. The game manager gives an insight into the game being played, and he picks up cards with the letters o, A, l, N, which were learned in the previous lesson.

Cards are distributed to a group of students with pictures of objects such as Moon, apple, plum, cherry, horse, Bee, pomegranate, bear, spruce, Tulip.



The game manager will take away cards with the letter o and the image of the object. Then another card with another letter A is placed on the table. Participants in the game show matching picture cards.

The game will continue in this case. If the reader is unable to find the given harp from the picture card, he will open his picture card.

Whoever of the participants in the game can find and tell the letter-by-letter picture card, will show the same reader card to everyone and then turn it upside down.

The postman's game

**The course of the game:** one of the students is appointed postman. The postman's bag will contain cards. They are structured as follows: Vowel letters or syllable in words are dropped: ...+ta, ...+na, bo+..., sho+... .

1. Adding dropped letters to form a word, i.e. adding to syllables: lim...n, tom...n, ...lim.

Cards with sentences composed of two, three words. In these sentences, a word is dropped.

Readers find and write these words instead of dots:

Lola here ...

Nabi ana...

Iqbol... ol

Dono... played

### **The builders game**

The winner is the student who is able to make a beautiful and correct sentence by substituting the words given in this game. For example: a correct sentence is drawn up from such sentences as: threw, Dawn, eight, hour, gone, clear. Whoever makes a lot of beautiful and correct statements is a good builder.

### **Game” what a word it is”**

The word consists of three. The first Harp is in the 16th position in the alphabet, the next in the 15th position and the last in the 1st position. Find this word and write it in a notebook. The game continues as such.

### **Relay game**

It is played after the “emphasis” theme is passed in Grade 2. The board is given three rows of separate words. One student from each row goes to the board. They put emphasis on words:

store, verse, notebook





room, kindergarten, bag

Whoever is the first to put the accent mark on the words on the board, quickly and correctly, the readers of this series are the winners in the game. The relay winners are handed a flag and hung in the classroom. This can also be used when passing the smoke mark. In this case, the smoke mark of the words falls, and the readers think and put signs on these words:

Ra...no a...lo san...at

Tal...at ma...no e...tibor

"Form a new word with the addition of letters"

A sample of words is written on the board. Students form a different name or name by changing one letter of words:

Ra'no-meaning Zafar-Zufar

deer-clothing bear-boat

Whomever's name is inscribed on the board, the reader will stand by and utter his name and surname in full by hearing them all.

All of the games given above are native language, related to reading lessons. These games can be used when taking classes in the same subjects.

Elements of the game can be used in classes, in activities other than the wind.

From the above, it can be said that in the process of playing, it also creates an atmosphere between students to form a team, to find cooperation, friendship, to communicate, to be like-minded.

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