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THE ROLE OF DIDACTIC GAMES IN MAKING STUDENTS INTERESTED IN MATHEMATICS

Raximov Shahriyor Normurod o‘g`li
Teacher of the "Methodology of Primary Education" department,
Faculty of Pedagogy, Uzbek-Finland Pedagogical Institute

Mamatova Durdona Norbek qizi
He is a Student of primary education at the Faculty of Pedagogy of the
Uzbekistan-Finland Pedagogical Institute

Annotation
In this article, through didactic games in mathematics lessons in elementary school, the quality and effectiveness of education in the educational process is improved, the content and meaning of mathematical concepts are deeply and clearly presented, the interest of primary school students in mathematics is discussed, methods of improvement are mentioned.

Keywords: Didactic games, learning, educational process, game task, mathematical knowledge and skills, motivation, mechanical memory, integration.

It is known that the science of mathematics sharpens the human mind, develops attention, educates determination and will to achieve the intended goal, teaches discipline in an algorithmic way, and most importantly, encourages reflection and expands thinking. As the Honorable President Sh.M. Mirziyoyev noted, "Mathematics is the basis of all sciences. A child who knows this subject well will grow up to be smart, broad-minded, and work successfully in any field."
In our country, the science of mathematics has been identified as one of the priority areas of development of science in 2020, and a number of systematic works aimed at bringing the development of science and education to a new qualitative level through the science of mathematics are being carried out. In particular, "Concept of development of the public education system of the Republic of Uzbekistan until 2030", adopted on the basis of the Decree of the President of the Republic of Uzbekistan No. PF-5712 dated April 29, 2019, "Mathematics Education" dated July 9, 2019 and State support for the further development of sciences, as well as on measures to fundamentally improve the activities of the Institute of Mathematics named after V. I. Romanovsky of the Academy of Sciences of the Republic of Uzbekistan, Decision No.

PQ-4387, 7-2020 Resolution No. PQ4708 of May "On measures to improve the quality of education in the field of mathematics and development of scientific research", in the Address to the Oliy Majlis dated January 24, 2020, regarding the comprehensive improvement and development of mathematics science and education a number of important tasks are defined. [1].

We have seen with our own eyes that the use of didactic games in elementary school classes has become an interesting lesson for students to increase their interest in mathematics and further develop mathematical knowledge. Therefore, in today's era of rapidly developing technologies, didactic games are considered as a source of information in primary education.

The organization of didactic games in the mathematics lesson serves to form among students such qualities as communication, concentration, mobility and, in turn, attentiveness. The regular use of the game in the process of primary education creates a natural environment in education, that is, an opportunity for students to conduct free activities during the lesson. Using the game in accordance with the content of the lesson helps the student to independently master the resources given during the lesson, to develop his creative thinking, to increase his hidden abilities and interest in science.

Therefore, the knowledge given to the students is organized as a game according to their age characteristics. In the process of such games, students easily learn the difficult-to-master materials given in the mathematics textbook, and at the same time, they learn to observe, compare, think about the environment, events, and learn from them. they learn to draw correct conclusions and justify their conclusions.

“Qirqoyoq”, “To‘g`ri yura olasanmi?”, “Misollar zanjiri”, “Nega javoblar bir xil?”, “Bir nima deydi?”, “9 ga oid 9 topshiriq”, “Jimjitlik”, “Darvoza”, “Qadam va qadam”, “To‘g`ri va teskari sanash”, “Ikkini qo‘shish va ayirish”, “Ketgan kim?”, “Top-chi, qancha?”, “Bu qaysi shakl?”, “Zukkolar” , “Sonli vagonchalar”, “Kim epchil”, “Mohir hisobchi”, “Kosmos bahodiri kim?”, “Koptok” o‘yini, “Bilmasvoyning xatolari”, “Tez yurar poyezd”, “Olma terish”, “Jim”, “Xo‘p”, “Zinama-zina”, “Bilag`on” o‘yini, “Xato qilma”, “Kim tezroq”, “Misol ishlash” through didactic games, it is possible to achieve the students' correct acquisition of knowledge, skills, and competences in the field of mathematics.

We cover the topics of "10 ichida qo‘shish va ayirish" in the 1st grade mathematics textbook, chapter 3, lessons 3-4, through the game " Qirqoyoq ".

Didactic game: “Qirqoyoq”

Didactic assignment: Students can work in groups and individually. To strengthen students' ability to count actions correctly and quickly.

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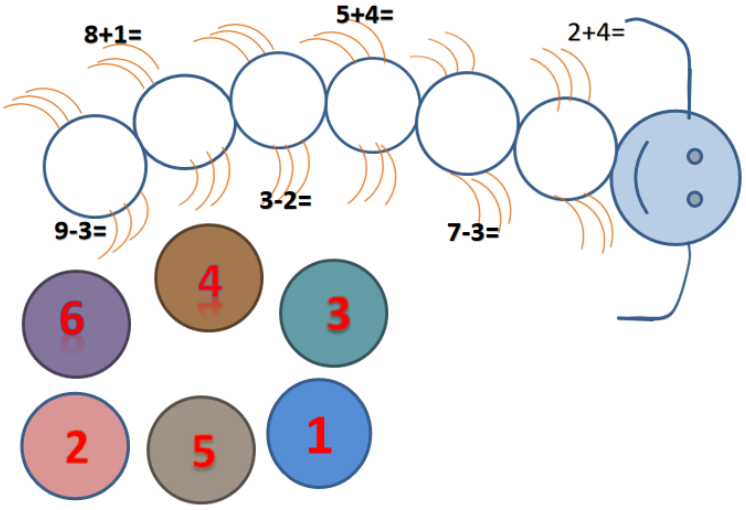
Task of the game: to correctly and quickly perform examples of addition and subtraction within 10.

Description of the game: The game is led by the teacher. Pupils are shown a picture of a centipede and its legs with examples of addition and subtraction in 10. Students are divided into two groups and introduced to the conditions of the game.



One person from each group comes out and fulfills the condition of the game on the board. The examples are just addition and subtraction within 10. In front of the centipede and its legs, examples are given, students should solve the example correctly, take the indicated answers to the joints of the four legs and place them. Students continue the game in this way, taking turns.

During the game, students learn speed and correct calculation.

To further strengthen students' knowledge, we can give the following additional tasks:

Task 1. What is depicted in the picture?

Task 2. What colors are the results of your examples?

Task 3. Tell the components of 5+4?

Task 4. Describe the components of 9-3?

Task 5. What color is the result of 7-3?

Task 6. What arithmetic operations were used?

Task 7. In which decimal place did the results of the calculations come out?

Such mathematical tasks develop students' ability to work on arithmetic operations and help to strengthen their knowledge and sharpen their thinking.

Didactic games for students should be based on motivation, and through these games, it is necessary to explain what mathematics is for.

Teaching mathematics through the game " Qirq oyoq " presented in the article is not only about its integration between the departments, internal and external, i.e. with

subjects that are part of similar block-modules, including informatics and information technologies, we can see that biology, natural science and technology are closely related to each other.

In conclusion, it should be noted that at the moment children's mechanical memory is much more developed, so their memorization and memorization is much higher. But our children are not so eager to memorize. Therefore, if the didactic games conducted in primary classes are interesting and full of real facts together with the students, the students' ability to apply the knowledge gained in life will be high.

Didactic games not only develop children's activities, but also encourage them to collect their thoughts, express them quickly and clearly, and actively work together in the process of training. The most important thing is that the children's talent, potential, desire for a goal emerge and become perfect.

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