

**FORMATION OF STUDENTS 'INFORMATION COMPETENCES THROUGH
EDUCATIONAL GAMES IN MOTHER TONGUE CLASSES**

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ANNOTATION

In this article, instructions for the formation of compartments for working with information in students through educational games are given.

Keywords: creative activity, educational games, creative thought, creativity, grammatic, deductive riddle, problematic games, mobility, systematization.

INTRODUCTION

Teaching children in primary school should reflect the formation of elements of national and universal education in them in the process of modern primary education. Different methods are used in primary education. However, there is a method that provides intimacy between teacher and student, this process of the lesson is called "game".

Competence is a sign of activity that leads to the expected result. It is a product of knowledge and the ability of a specialist to apply it in practice.

Students will be able to develop information competencies through regular use of media sources, comprehension of radio and television broadcasts, and the ability to search for and use relevant information from a variety of sources. Tasks such as speaking on TV, radio, telephone, working with a book in class, finding the topic, rules, exercises, ordering exercises, using media, didactic materials, completing tasks through games. can be increased.

Almost all students participate and act. In the process, students learn something. Everyone tries to do it, the best, the middle student and the junior are vigilant. Because the kids in the class recently came from the world of games. If the teacher makes educational games interesting and fun, the child will feel "surprised", this process of education will not be forgotten by students, and the game is intended. the goal is formed. Games have two meanings: educational and pedagogical.

The educational value is that the knowledge, skills and abilities imparted by the teacher to children are acquired through play. Through the knowledge, skills and abilities instilled in children, such qualities as morality, diligence, patriotism are formed and acquire educational value. There are several types of educational games. They are grammatical, deductive riddles, problem games. A child's cognitive activity begins at an early age. Only in that period cognitive activity is based on games.

School life differs from family or kindergarten in both external and internal aspects. A child who comes to first grade will feel praised, but will not be able to adapt to the process. That is why it is necessary to educate the child through play. Teaching children only serious lessons, giving them superficial theoretical knowledge, arming them with rules will make them bored and irritated. Tired of mental stress, the child stops reading. That's why we need to encourage children to think non-stop with the help of games, to travel to the world of ghosts, to help them educate themselves in any way they can without mental stress.

Through play, children learn to exist and try to change the world. Thus, the game is a human activity forms the basis for the formation of Demonstrate the ability to reflect human beings in the game does. The most important thing about the game is that for the first time the child's need to influence the world arises and is formed. During the school years, forms of play are more widely developed. Only play creates an important basis for the transition to a higher stage of development in the child's psyche.

"Topag`on"

The teacher asks a question based on a sign. Students write the names of the objects that contain this symbol, the students with the most correct answers are the winners. Conducting this game facilitates the process of giving students basic information about word groups. In addition, their vocabulary has increased, and they have such qualities as responsiveness, intelligence, creativity formed.

1. Q: What is soft?

Answer: Bread, dough, pillows, blankets, cotton.

2. Q: What is white?

Answer: Paper, notebook, surp, cloud, curtain, grandmother's hair, snow.

3. Q: What is Nigora doing?

Answer: He is reading a book, doing laundry, and spooning.

"It can't be"

During this game, the teacher reads the text. Students should find a sentence or phrase that describes events that may not have happened. This humorous game requires students to be alert, careful and observant, as well as not to be indifferent to what is happening around them.

1. The scientist did not go to school because Monday is a day off. He went to the zoo with his sister Vazira. At the zoo, they saw a lion swimming in the water, a fish swimming in a cage, and a large wild nightingale.

2. Ibratjon went to his grandmother's house during the summer holidays. He and his friends played snowstorm in the village. Her grandmother was holding the cow's calf while she was milking the cow. She helped her grandmother feed the cows.

3. Abdullah is a very knowledgeable boy. He did a very good job today as well. The teacher praised him and gave him a "zero" score. Abdullah recently finished 2nd grade and moved on to 1st grade.

In the process of working in the primary school, you have to think, find new teaching aids, create. They can be included in the middle, at the end or at the beginning of the lesson, and the topic should be chosen taking into account the purpose and nature of the game.

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