



CONTENT OF DIDACTIC GAMES HELD OUTSIDE THE CLASSROOM

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Abstract: This article reveals the educational importance of using didactic games. Also, information is provided on the methods of using didactic games in the development process of elementary school students, methods of increasing their interest in the lesson and the effectiveness of the lesson.

Keywords: didactic game, mental development, practical activity, ability, motivation.

Teaching children to play has a specific educational purpose. This is the most important part of the game. The game differs from other types of education in its forms and methods.

Didactic games allow you to endlessly repeat and change game methods, and add various things to the game. For example, we repeated 5-7 types of the game "Silence" with the whole class and with some children more than 10 times; "What has changed?" type game was conducted with 5 different instructional materials, etc. As a result, it made it possible to achieve consistent and solid game skills and to be able to listen to and follow every rule of the game. Didactic games, in terms of their form, are mainly creative games played in kindergarten, as well as games that the teacher himself explains by telling a story and reinforces as a result of asking students one by one. It is completely different from games. Didactic games serve the purpose of teaching and are conducted at an interesting, fun, and comprehensible level. Children practice with all their heart in order to win, they get used to completing every given task, as a result, their interest in doing didactic tasks increases. Didactic games help to better understand the purpose of each lesson, the goals and tasks of each exercise.

Didactic games include the demonstration of education, the teacher's speech and children's actions, as a result of which unity is born in perception (sight, hearing, skin sensation signs). This allows the children to think about what the teacher said and express what was said, that is, the students themselves fulfill the rules of the



didactic games. Structural features of didactic games provide an opportunity to analyze students' activities. That's why all children act with interest during the game.

Didactic games affect the child's emotions and create a positive attitude and interest in learning. Children play the game with great pleasure. and they wait impatiently for the start of the game, involuntarily the joyful scene of tomorrow's school day is embodied in their minds.

Each didactic game involves many children or a whole class. For example, in the game "Circular examples" all children solve problems, in "Chain" 10, in "Shop" 8-12 children, in "Ladder" almost all students solve problems, etc.

In addition, even if some of the children do not participate directly in the game, they directly participate in the game through gestures. For example, they close their eyes and listen to who knocks how many times, watching how well their friends solve the example in games like "The best calculator", "Who is more accurate and faster" they go

This allows the teacher to have an individual attitude to the students' activities.

We know that children do not grow only by studying, but they also learn to be harmonious and learn to know life in the process of playing.

It should be emphasized that in these games, children learn to control themselves. These games discipline children.

What is the educational value of didactic games?

Experience shows that didactic games help to cultivate unity and discipline, because each game is related to the desire to win and requires strict and consistent compliance with the terms and rules of the game. is enough. When playing games such as "Who is more accurate and faster", "Don't come empty", "The best accountant", "Dictation to remember what you saw", students should be quiet in the classroom. they will be able to control themselves, climb up to the blackboard on tiptoe without making a sound, return to their seats calmly, listen carefully to sounds, look at numbers carefully.

There are also children who sit playfully in class and force the teacher to reprimand 10-15 times during one lesson. However, during the game, the behavior of such children changes completely. They immediately catch themselves, they don't wait for the teacher to show them the rules of the game, they follow the rules themselves willingly and independently. In the process of didactic games, children are trained to be organized and save time as much as possible.



Experience shows that didactic games help to educate and develop a sense of friendship, brotherhood, hard work in children. During games such as "Who's standing in the best row", "Chain", "Ladder", "Let the one who knows continue counting" are played, children fight for the honor of their comrades, the row they are standing in and the honor of their class. .

When those in one row compete with the students in the other row, the task is performed by one student or several students of one row, or the whole row. Usually, children encourage their partners, if their friends do the task correctly, they are very happy and proud of it. It should also be said that while the game is being played, children do not experience negative traits such as jealousy and overheating.

Didactic games help to cultivate a creative personality, because each game, each repetition of it requires a new attitude to the task. And the need to solve it gives rise to creative research.

In didactic games, the most necessary willpower qualities, such as diligence, perseverance, and the ability to complete the work started, are cultivated. For example, in the game "Circular examples" you have to solve all six examples, otherwise it is impossible to know whether the last number corresponds to the first. That's why it activates the children and they don't stop solving the example.

In the "shop" type game, it is not enough to "buy" toys, but to calculate (add) the price of several toys and think about how much money to "return" must be seen. Children perform complex mathematical operations in the game "Funny Squares". At the same time, students have to perform several actions, compare the results, think about the possible results and reject the wrong calculation. All this happens quickly, with great interest and mental activity. Seeing a big, beautiful ball, students lose their shyness, and they begin to guess the numbers, first with fear, and then with courage. In the process of playing, children would develop a correct understanding of the environment, which would help children to diversify the content of the task (during independent inventing). In games such as "Shop", "What did I knock?", "Theatre", "In Kindergarten", "Hospitality", children learn about life around them, the quality of things, weight measurement, prices, etc. they will learn, their spatial imagination will be strengthened. Didactic games bring the teacher closer to the children, the teacher becomes not only an educator in the eyes of children, but also a true friend. This will eliminate the bed bugs that occur especially in the first days. Thus, games create a positive attitude towards teachers and learning in children.



Games held in extracurricular activities are a means of spending children's free time effectively. Games such as "Joints", "Snaiver", "Interesting Squares" are usefully used in additional training. Children willingly agree to stay after school and quickly complete the task assigned to them.

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