

THE USE OF CREATIVE AND EDUCATIONAL GAMES IN THE FORMATION OF SOCIO-LEGAL COMPETENCES OF STUDENTS IN THE LESSONS OF THE PRIMARY CLASS

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ABSTRACT

Creative and educational games and familiarization with them in the formation of social and legal competencies in primary school. This article discusses the importance of creative and educational play in the formation of social and legal competencies of the game in the classroom of students in their lives and the significance of its development at the younger stages and the formation of its use.

Key words: education, upbringing, game, method, age stages, pedagogical technology, creative game.

In the primary grades, the formation of social and legal competencies among students consists of creative educational games and the formation of competencies of familiarization with them. In this state, the importance of creative and educational games in the formation of social and legal competencies of the game in the classroom for students in X life and the importance of its development at the younger stages and the formation of its use are considered.

In the primary grades, the formation of social and legal competencies in students consists of creative educational games and the formation of competencies for familiarization with them. This article discusses the importance of creative and educational play in the formation of social and legal competencies of the game in the classroom of students in their lives and the significance of its development at the younger stages and the formation of its use.

While the Republic of Uzbekistan is on the path of building a democratic, legal and civil society, the main goal and driving force of the ongoing reforms in the field of education is the education of a comprehensively developed personality.

An important condition for the development of our country is the introduction of an improved system of personnel training based on the development of a modern economy, science, culture, engineering and technology.

Today's task of education is to teach students to be able to act independently in the conditions of an information and educational environment that is growing day by

day, to use information flows wisely. Therefore, it is necessary to provide them with the opportunity and conditions for continuous independent work.

To improve the efficiency of education and achieve the full acquisition of knowledge, ensure that the individual is the focus of education, and ensure that young people receive independent education, well-prepared educational institutions, in addition to a solid acquisition of knowledge in their field, In today's world there is a growing need for teachers who own pedagogical technologies and interactive methods and who are able to use them in the organization of educational and educational activities. In particular, it is necessary to equip primary school teachers with innovative pedagogical technologies and interactive methods, to improve their skills in applying the acquired knowledge in educational activities. Educators must acquire pedagogical and psychological knowledge, as well as teaching methods based on a technological approach, in addition to their specialized knowledge.

With this in mind, we have identified the following issues as important for the development of young teachers:

- the formation of pedagogical skills that ensure the effectiveness of the educational process;
- scientific and systematic development of pedagogical knowledge as a theoretical and methodological basis of educational activities;
- the acquisition of students' competence in the use of methods used in quality training.

The main objective. To teach modern pedagogical technologies and interactive methods to young promising personnel working in educational institutions of our republic, to further strengthen their knowledge in the field of pedagogy and psychology and to achieve the ability to apply the acquired knowledge in the educational process, as well as to teach them pedagogical skills to increase secrecy, provide practical support for improving the professional competence and skills of teachers in the field of the introduction of pedagogical and information technologies. The following methods include the following methods of increasing students' interest in reading, didactic games, educational conversations, the formation of the role and responsibility of students in education:

- a) a method of increasing interest in reading, creating a positive feeling among students, using interesting analogies, the effect of surprise, creating the joy of learning, encouraging and reprimanding students;
- b) the didactic-game method, the method of choosing a game plot, creating game situations, choosing educational games, encouraging students.

c) to create a situation in which the method of educational disputes leads to educational disputes, to create scientific disputes. Ways to guide students to success, express students' opinions, correct errors in their answers, motivate students.

d) the way in which students develop duties and responsibilities in education, such as explaining the social significance of education, explaining the personal significance of learning, establishing educational requirements, encouraging and censuring in education, embodies styles.

One of the technologies aimed at enhancing the student's activity is didactic creative and educational gaming technologies, which are of great importance in identifying and implementing practical solutions for the implementation and development of the student's creative abilities.

The main types of didactic creative and educational games:

- intellectual (mental)
- active
- consists of mixed games.

These games help participants develop mental, physical, moral, psychological, aesthetic, artistic, entrepreneurial and other skills.

Didactic Creative-educational gaming game technologies are based on the activation of students' activities, and its main goal is to identify and implement practical solutions for the realization and development of students' creative abilities.

In the educational process, didactic creative and educational games are mainly used, which increase the motivation of students for learning, their abilities and interests in various areas, and show a penchant for the profession.

Didactic creative and educational games are divided into theoretical, practical, physical, role-playing, business and other types. Didactic creative and developmental games help students work together in a group or team, solve problems, analyze the situation, logical thinking, research work, develop mathematical literacy, make independent decisions, ethics are divided into games aimed at learning, the formation of communicative competence and the development of other types activities.

Due to the practical use of didactic creative and educational games, it is supposed to achieve educational goals that are difficult to achieve by other methods. There are didactic games related to various academic subjects that serve the purpose of teaching these subjects well. According to the theory of general games, when classifying all existing types of games, they are divided into functional, thematic, constructive, didactic, sports and military games. Among them, a special place is occupied by didactic creative and educational games, as they provide an opportunity to realize educational tasks. Games are the main form of activity for preschoolers. This is the

basis for conducting research by teachers and psychologists to study and further increase the educational value of games at this age.

GAME is one of the means of education and recreation. Throughout the history of mankind, the game has been combined with religious rituals, sports, military and other exercises, as well as with art, especially its performing forms.

It is known that a person in his life plays, studies, works, rests with such activities as will be busy. In the early stages of human life, the game is the main activity is counted, and then continues with reading, after which the game decreases and is replaced by reading and work takes In the early times of human history, games played an important role in life. With the help of games, humanity has grown, matured, physically strengthened, developed mentally, spiritually, spiritually.

The main purpose of conducting creative and educational games in the classroom is to create an opportunity for students to quickly and easily acquire knowledge. This is the most important value of creative and educational games.

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