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THE ROLE OF INTERACTIVE TECHNIQUES IN THE EFFECTIVE CONDUCT OF THE COURSE PROCESS IN PRIMARY CLASSES

Abstract: The article covers the role of interactive methods in the effective conduct of the course process in primary classes.

Key words: schoolchildren, interactive games, native language, reading, exercise, didactic techniques.

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Introduction

Interactive method in primary classes, guarantees the assimilation of knowledge under the influence of their mutual action by increasing the activity between the teacher and the students in the educational process, serves the development of personal qualities. The use of these methods will help to improve the quality and effectiveness of the lesson. Its main criteria are to conduct informal discussions, to freely describe the educational material, to study independently, to study, to conduct seminars, to create opportunities for the initiative of students, to work as a small group, as a large group, as a class team, to give tasks, to carry out written work, etc. In primary education, methods based on the design of evristical dialogues through didactic games are widely used, according to the age characteristics, literacy levels, personal nature of students. If in the process of teaching, each student would have done tasks at the level of his / her own mastering capacity, he / she would have achieved high quality and efficiency. Such a condition can be carried out only with the help of a differentiated education. Now we are thinking about the implementation of educational processes through didactic games: interactive gaming techniques are based on the activation and

acceleration of reader activity. They are of great importance in the identification and implementation of practical solutions for the realization and development of their creative capabilities in the personality of the reader.

The use of information and advanced pedagogical technologies in the content of education and the formation of a corresponding compensation in the student's personality. Integration of advanced pedagogical technologies into the content of education in the modern spirit, wide introduction of pedagogical technologies, upbringing as a perfect person, raising the educational and educational system to a qualitatively new level is an urgent issue of today. The use of compensation at the stage of Primary Education has an impact on the improvement of the teaching of "Reading" Science in various forms of lessons. Lessons "Boomerang" technology, "saw", "find your place", "FSMU", "Why?" using such exercises as "two-part daily" techniques, "Pinbord" method, "restore poetry" will increase the effectiveness of the transition lesson.

In primary classes, interactive games are divided into theoretical, practical, physical, role-playing, workmanship and other types of orientation. They develop activities in which students acquire new

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knowledge of analysis, calculation, measurement, structuring, testing, observation, comparison, conclusion making, independent decision making, group or work in an independent team structure, speech cultivation, Language Teaching. According to the general theory of games, the classification of all existing game types is divided into functional, thematic, constructive, didactic, sports and military games. Compliance with the following criteria in the selection of interactive game types gives good results:

-games for Boys, Girls or mixed groups, that is, according to the composition of the participants;

-by the number of participants –single, double, small group, large group, class team, classes and mass-style games;

- the game is based on the process of thinking, thinking, action-oriented, competition, etc.;

-by the standard of time-the lesson, the part of the training time allocated according to the plan, the games that will continue until the winners are determined, until the goal of the game is achieved. All this serves the students to fully understand the scientific foundations of the structure of the world in them and to form scientific worldviews, to develop their creative thinking by teaching them the linkage of science. The method of oral presentation is one of the most used techniques in the school education system, and this method can be applied to all educational subjects at different stages of Education. This method is characterized by the perception of the information described directly through the live speech of the teacher and differs from other methods of education according to the main characteristic and is used in the following 5 rounds. Storytelling is widely used in the teaching of socio-humanitarian subjects.

Storytelling is a concise, concise and coherent description of the subject matter that is being passed on by the teacher as a whole or part of the facts, events and events that are being passed on by the teacher (the statement should be 10-12 in the primary classes). We will consider this method based on the narration "Tandir", which is given in the 2-th class reading textbook. In the course of storytelling, it is necessary to ask questions in order to ensure that students do not become passive listeners, but, on the contrary, increase their activity, attract their attention to the topic, think about events and events, give special attention to the use of sighted weapons. The school lecture is to reveal the true essence of the subject studied during one hour of training, to draw scientific conclusions on the basis of the ideas put forward in it and to consistently state the knowledge on the basis of their generalization. Other keys to the oral narrative method can also be used, in particular, storytelling and clarifications. In particular, the use of narrative techniques with students who are difficult to read tends to be interested and active in their reading process. Not only does one understand the events and events related to the "Tandir" only by reading, but on

the contrary, through the conversation in the course of the lesson, the explanation creates the ground for the formation of his thinking abilities.

In the process of exercises in the native language, it is necessary to comment on words and phrases that are unfamiliar to the reader, pay attention to the fact that the definition of rules and laws is expressed in a simple, concise and understandable way. Explanation of the study material will focus on revealing the essence of the phenomenon, law, rule or action under study. The teacher will prove by giving evidence, examples, how much a particular subject is justified by the law, the rules on this or that subject.

The method of oral teaching (conversation, story) is one of the simplest ways of communication between people– oral speech–oral definition or oral expression of the main content. This style is considered the most formal style of teaching, which is carried out entirely through "vocabulary". It lasts 40 minutes or longer and usually leaves no chance for the pupil to participate. In this, basically, the auditory ability of the pupil is employed.

Exercise. Read on. Nargiza Abdullayeva is my girlfriend. He has a cat called Malla. We always play for one. Write sentences. Check what you have written. What words did you write with a capital letter? For what? The name and surname of the people, the names put on the animals are written with a capital letter. In this exercise, you can not only write, but also read and conduct a conversational technique. A few basic exercises allow students to become more active and mentally, aspiring, a few basic exercises allow a good understanding of the lesson in child psychology.

The way in which visual expressions are used (illustration)is employed the ability of the students to see through pictures depicting the knowledge or skills that must be delivered through this activity. By describing the information that you want to convey to the readers, it is delivered with the help of different symbols. Such visualizations are carried out using the following tools: whiteboard, special white whiteboard, flipchart, video image, computer graphics, magnetic board, painting, painting, graphics and tables, diagrams, sample and images made on special transparent paper. For example, we see this interactive technique through the following exercise:

Exercise: look at the picture. Name Children, name animals. Compose and write sentences based on the picture. In this exercise, the reader focuses on the images given in the book, observes and builds a sentence using the image. A certain image freely expresses its opinion through its positive and negative colors and movement in the given picture. Child psychology focuses more on bright images and colors, red and yellow, so I think that teachers should pay attention to this, even in the style of the image, which is carried out in the course of the lesson. This course

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in turn will ensure the effective passage of the course process takes.

Demonstration method (demonstration) the teacher can give a demonstration of the function of using a particular instrument or equipment, or actions related to the assignment, as an example. Demonstration alone motivates the reader to use his or her ability to see. Carrying out this method on the basis of a reading book, including fairy tales, narration, storytelling, poetic or prose parables, the image of animals is represented in the style of the theater scene through soft toys or portraits of animals and sculptures, which are present in the classrooms in the texts that are presented, helps the reader to remain well in the memory of.

Currently, interest in the application of interactive methods and information technologies in the educational process is increasing day by day. One of the reasons why this happens is that by this time, in traditional education, students are taught to acquire only ready-made knowledge, while the use of modern technologies teaches them to search for the knowledge

they possess, independently study and think, analyze, and even draw the final conclusions themselves. The teacher in this process creates conditions for the development, formation, acquisition and education of the individual and at the same time performs the function of management, directing. Today in education, modern technologies such as "Smart attack", "Mind attack", "Networks" method, "Sinkveyn", "BBB", "Fifth plus", "6x6x6", "Discussion", "Role play", FSMU, "Work in small groups", "Rounded snow", "Zigzag", "Let me say the last word" are used. It will give a positive result if it is used in the lessons of repetition or strengthening of the game-tasks during the lessons. I think that it is worthwhile to choose what kind of a game task depends on the type of lesson, the level at which students are taught to perform the game tasks, the level of their knowledge, the possibilities of independent creative work, the ability to quickly restore the learned in memory, the extent to which creativity is also formed.

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