

Increasing the Activity of Students in the Process of Learning in Mathematics and the Role of Didactic Games

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Abstract

Three articles discuss the importance of didactic games in the process of teaching mathematics and determining the activity of students in the classroom.

Keywords: Mathematics, lesson process, student, teacher, interactive, beginner, didactic games.

Introduction

Nowadays, in order to further increase students' interest in mathematics, lessons are organized through didactic games. In the process of education, it is necessary for the pedagogue to use innovative technologies, to organize the educational process based on updated programs and lessons that meet the standard requirements, to improve the knowledge and skills of students.

As a result of the use of didactic games in the lessons, students are able to think correctly and clearly, to accept conclusions correctly, to solve problems together, and to have their own opinion in life.

It is appropriate if the teacher uses the most convenient methods of education to teach elementary students basic mathematical concepts.

Didactic games are very important in this. Therefore, the knowledge given to the students is organized as a game according to their age. Through such games, students easily master the topics of mathematics, which are difficult to master, and at the same time, they can observe, compare, think about the environment, events, and learn from them. they learn to draw correct conclusions. It helps to make students interested in mathematics and acquire knowledge, skills and qualifications.

Didactic games are mainly implemented in the educational process depending on the characteristics and preparation of young people, they make it easier to give them knowledge and information, and they help to ensure demonstration in education. Educational games in mathematics classes are especially important. Game activities serve for all-round development of children physically and mentally. Games that match the nature of students help to actively organize the educational process.

Discussion. Experience has shown the educational importance of didactic games that they help to cultivate harmony and discipline, because each game is related to the desire to win, and strictly adheres to the terms and rules of the game.

To make the students quiet in the classroom while playing games such as "Who is more accurate and faster", "Don't come empty", "The best accountant", "Remember what you saw",

it helps them to be able to control themselves, to be able to climb up to the blackboard without making a sound from the desk, to come and sit calmly, to listen carefully to sounds, to look at things intelligently.

In didactic games, perseverance, tenacity, the ability to finish what one has started, and the most necessary willful qualities are cultivated. Through didactic games, closeness and cooperation appear between the teacher and the students. Qualities such as timidity and shyness disappear in students and self-confidence appears.

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The methodology of teaching mathematics first of all sets the task of teaching and educating young students in the general system. Each department teaches its own special methods of teaching. The special methodology shows the basic methods and forms of teaching mathematics, as well as the ways of organizing educational activities. It is known that education is closely related to education.

This methodology teaches ways to combine education with education. The methodology of teaching primary mathematics is closely related to several subjects.

1. With mathematics as the basis of teaching;
2. Pedagogy;
3. Psychology;
4. With other teaching methods (mother tongue, labor...).

The elementary mathematics teaching course has become a subject.

Conclusion. Thus, it is necessary to consider didactic materials as one of the methods of controlling the level of mastering of educational materials by students. At the same time, a certain method may not be the best method for this class and this teacher.

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