



MODERN PROBLEMS IN EDUCATION AND THEIR SCIENTIFIC
SOLUTIONS
USING INTERACTIVE LESSONS AND GAMES TO
DEVELOP CREATIVITY AND COLLABORATION IN PRIMARY
EDUCATION

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Annotatsiya: Boshlang'ich ta'lim jarayonida kreativlik va kollaboratsiyani rivojlantirish zamonaviy ta'lim kontsepsiyasining eng muhim yo'nalishlaridan biri hisoblanadi. Bugungi tez o'zgarayotgan dunyoda o'quvchilarning nafaqat an'anaviy bilimlarni egallashi, balki mustaqil fikrlash, yangi g'oyalarni ilgari surish, inovatsion muammolarni hal qilish kabi ko'nikmalarga ega bo'lishi zarurdir. Shu sababli, kreativlik hamda jamoaviy hamkorlik salohiyatini shakllantirish va rivojlantirish uchun interaktiv darslar va o'yinlardan foydalanish muhim ahamiyat kasb etadi. Boshlang'ich sinf o'quvchilari uchun bunday metodlarni tatbiq etish ularning o'qishga bo'lgan qiziqishini oshiradi, darslarni jonli, samarali va ta'sirchan bo'lishga xizmat qiladi.

Kalit so'zlar: boshlang'ich ta'lim, kreativ fikrlash, kollaboratsiya, dars, dasturlar, o'yinlar, interfaol metodlar, hamkorlik.

Аннотация: Развитие креативности и сотрудничества в процессе начального образования является одним из важнейших направлений современной образовательной концепции. В современном быстро меняющемся мире учащимся необходимо приобретать не только традиционные знания, но и такие навыки, как самостоятельное мышление, выдвижение новых идей и решение нестандартных задач. Поэтому использование интерактивных уроков и игр имеет большое значение для формирования и развития креативности и умения работать в команде. Внедрение таких методов в работу с учащимися начальной школы повышает их интерес к обучению, делает уроки живыми, эффективными и результативными.

Ключевые слова: начальное образование, творческое мышление, сотрудничество, урок, программы, игры, интерактивные методы, сотрудничество.

Abstract: The development of creativity and collaboration in the process of primary education is one of the most important directions of the modern educational concept. In today's rapidly changing world, it is necessary for students to acquire not only traditional knowledge, but also skills such as independent thinking, putting forward new ideas, and solving innovative problems. Therefore, the use of interactive lessons and





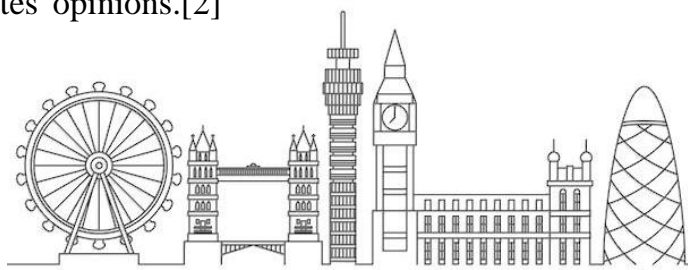
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games is of great importance for the formation and development of creativity and teamwork. The implementation of such methods for primary school students increases their interest in learning, makes lessons lively, effective and effective.

Keywords: *primary education, creative thinking, collaboration, lesson, programs, games, interactive methods, cooperation.*

Elementary education at the first stage of the process, students do not yet have full experience in life and skills to communicate with people. From this point of view, the widespread introduction of interactive methods in classes becomes a changing and driving force for them. Through interactive classes, each student finds the opportunity to freely speak out, express themselves, and collaborate with other students in the community. This organization of the educational environment creates an environment conducive to creativism, resulting in children gaining experience working alongside those around them while maintaining their individuality. In an interactive approach, the student is guaranteed to be an active participant in the lesson, not a passive listener. For the formation of creativism, first of all, the child should feel the opportunity to exchange free thoughts, to express his ideas without any obstacles. Through interactive games, discussions on various topics and group assignments, children also master the skills of quick thinking in a lively environment, a new approach to problems, finding unusual solutions. In such an organization of the educational process, the teacher turns out not only to be a knowledgeable person, but also an assistant who develops new ideas of students, gives them confidence, creates a creative atmosphere.[1]

Collaborative problem solving among students is the process of achieving a common result through the exchange of ideas and thoughts. Collaborative work teaches students to hear, respect each other and find solutions together. For the development of collaboration, interactive play and assignments occupy a special place. Through problem-solving questions, role-playing games, and discussions in groups, children develop the ability to defend and agree on their personal positions, compare and summarize ideas. Thanks to this, each student has a deep sense of activity, leadership and responsibility in the team. In the educational process, interactive games and activities force students not only to acquire knowledge, but also to acquire life skills. Any task or game will first of all arouse interest in children, preventing the lesson from becoming boring. Through playful activities, children learn to assess themselves, make independent decisions, and work in a team. Interactive methods strengthen the friendly environment among students, enhance mutual support and a sense of trust in each other. Creativity helps students to open their inner world, show new and unusual approaches. Various group assignments in the course process, associative thinking exercises, guessing, and orientation towards an independent solution to the problem activate creative thinking. Students are also willing to freely and openly express their opinions, propose different solutions, and change their decisions based on an analysis of their teammates' opinions.[2]



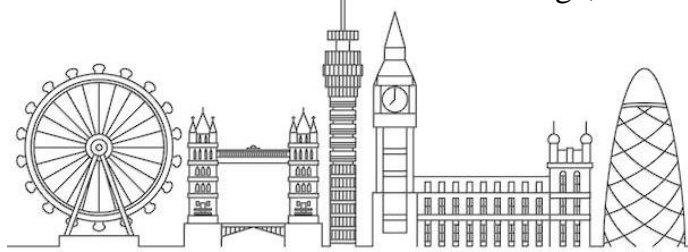


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It is considered useful to use more team project-oriented training to promote collaboration. In the process of project activities, each child tries to show his individual potential, develops the skill of creative thinking and communication in order to find a collaborative solution. Through group work, each student has a deep understanding of his or her responsibility, as a result of which he or she expresses how an action or idea affects the overall result. The integration of various game elements into the lesson system in the formation of creative and collaborative skills of elementary school students increases the effectiveness of Education. The correct use of the gamification (gamification) element in each lesson increases the level of motivation, interest in the lesson and active participation of children. Competing against each other, working in teams, and solving common problems in game-based assignments encourages children to be active and enhances their enjoyment of the lesson. Another important aspect is that interactive lessons and games increase children's communication culture and ease their social adaptation. Each student will have the opportunity to communicate openly within a group, defend their opinion by argument, and hear and analyze others. In such an environment, each child will feel their importance in the community, which will serve to mature in the future as a strong person, both socially and psychologically.[3]

Organizing classes on the basis of interactive games increases the activity of learners. In playful lessons, the learning process of children is guided by more positive emotions, as a result of which they tend to learn independently, research, experiment. As the teacher allows students to realize knowledge through play, they develop a sense of independent thinking and responsibility for the result. In order to create a creative and collaborative environment in primary education, the teacher must open a wide path to creative activities and encourage students to freely solve various tasks. With the help of interactive methods, children develop the skills of analytical thinking, a different way of looking at the problem, adapting to collective thinking. As a result of this approach, children not only receive knowledge from the lesson, but also raise themselves as social activists, adapted to society. The formation of a positive atmosphere among students, the creation of an opportunity for them to find independent and collective solutions, the opening of the ability of each child becomes the main goal of the lesson. Interactive methods not only increase activity, but also expand the child's desire to assess himself, show leadership, achieve a collaborative result. The demand for changes initiated today is that the role of interactive game and lesson techniques in the educational process is becoming senior so that each child can become an independent, creative and socially flexible person in the future. Such methods keep the activity of children at a constant high level, are a great source of motivation. Each student will be responsible for their results and opinions, considering themselves inseparable from the team.[4]

Conclusion: In place of the conclusion, it should be noted that the use of interactive lessons and games for the development of creativity and collaborationism in the process of primary education is an effective method for students in the search for new knowledge,





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the formation of skills for independent and collaborative work. In such a process, children acquire not only traditional knowledge, but also creative and collaborative qualities that are necessary for modern life. The widespread use of interactive techniques in the educational system serves to shape the future generation as a competitive, innovative and enterprising person.

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