IMPLEMENTING GAMIFICATION TECHNOLOGIES IN NATIVE LANGUAGE LESSONS BASED ON THE PEDAGOGICAL EXPERIENCE OF PRIMARY SCHOOL TEACHERS.

Mergenbaeva Asiya Erkebaevna
School No. 17 of the city of Nukus
Primary school teacher

Annotation: *It is advisable to use gamification technologies in developing students' spelling skills in native language lessons at the primary education level.*

In the research process, it was found that exercises based on gamification are effective in strengthening students' writing skills, reducing spelling errors, and increasing their interest in the lesson.

Keywords: *gamification, spelling literacy, interactive lesson, primary education, game technologies, innovations in education.*

Introduction

The modern education system requires the development of students' independent thinking, abilities, and activity, as well as ensuring the effectiveness of the educational process. Especially the elementary education stage is the foundation for personal development, and it is at this stage that the foundations of literacy, speech culture, and free thinking are formed in students. One of the most important tasks of the native language subject is the development of students' spelling skills.

Currently, lessons based on the traditional method do not fully satisfy the interest of primary school students. As a result, students struggle to memorize spelling rules and apply them in practice. Therefore, the introduction of modern pedagogical technologies into the educational process, particularly the use of gamification technologies, is becoming

1. The essence of gamification technology

The term gamification comes from the English words "game" - game, and "fication" - process, meaning "application of game elements to a specific process."

According to scientific sources, the term "gamefication" was first used in 2002 by the British programmer and researcher Nick Nelling. Initially, this concept was used in the field of information technology and marketing, which served to increase user

2. The introduction of gamification into the education system.

Gamification has become widespread in education since 2010. In particular, the development of digital technologies, the emergence of interactive platforms and online education has accelerated this process.

Hemification in education:

It encourages student engagement through points accumulation, ranking tables, stages, and competition elements.

3. Methods of using gamification technologies and interactive methods in primary school lessons.

Interest in using gamification technologies, interactive methods, innovative technologies, and information technologies in the educational process is growing day by day. One of the reasons for this is that until now, students in traditional education were only taught to acquire ready-made knowledge, while modern technologies teach them to independently analyze and discover the knowledge they are acquiring.

In this process, the teacher, along with creating conditions for the development of the student's level of thinking and their learning and upbringing, performs a

The use of advanced pedagogical technologies in primary grades develops independent study of the topic, independent thinking, and the ability to draw correct conclusions.

To achieve high effectiveness in the lesson process, the following methods and techniques can be used.

1. Competition Students are divided into groups and held in the form of a discussion and discussion on a specific topic.

2. Research. In this case, independently analyze the questions related to the topic and proceed to the set goal.

3. Icebreaker. It is aimed at eliminating the wall between teacher and student.

4. Games. Entrepreneurial or role-playing games are a type of problem-solving task where, instead of text material, students perform real-life scenes where

5. Design work. This method implements a teaching approach that involves the analysis and evaluation of knowledge. In the project method, students participate more in planning, creating, checking, analyzing, and evaluating the effectiveness of the completed work.

6. Working with a book. This method is aimed at ensuring students' independent assimilation of the learning material, self-assessment, and a comprehensive and conscious presentation of the content of the given text.

7. Individual (practical) method. It consists of applying theoretical knowledge in practice.

Conversations This is a question-and-answer method, and the conversation can be

8. Pinboard The essence of this method is that competition or educational conversation is intertwined with the practical method. Students' reports and information are arranged on the board in order.

9. Teaching others. In this method, students teach each other information and data on the posed problem.

10. Circle discussion. Students sit at a round table and answer each other's

11. The KWL method belongs to the group of methods aimed at assessing students' knowledge, skills, and abilities, as well as their self-assessment. Can be performed individually, in pairs, or in small groups.

12. The "Frayer" method is a graphic organizer that helps students deeply understand new terms. The "Frayer" method is used to study new concepts and understand them more deeply. Definition, examples, characteristics,

Branching of thinking helps students acquire in-depth knowledge based on a single topic and teaches them to categorize concepts or specific ideas related to the topic in a freely and openly interconnected manner.

This method can serve to accelerate and broaden students' horizons before in-depth study of a single topic.

Cognitive pedagogical technology teaches students how to apply and utilize their accumulated knowledge in the future.

Creative pedagogical technology develops and shapes creative and inventive abilities.

Scabrie's technology is an interactive technology that creates opportunities for students to develop coherent thinking and memory. They develop the ability to think openly and freely about solving a

Furthermore, conducting lessons using "Cluster" (networks), "Beer," "Blitz game," and interactive methods in elementary school contributes to an engaging lesson and encourages active student participation.

Beer technology allows for the implementation of a number of educational tasks.

Collaborative skills

to respect the opinion of others

creative approach to work

Develops the ability to focus

Brainstorming

Creativity is realized through problem-solving, cognition, and brainstorming.

As a result:

-Students explain their thoughts clearly and concisely.

-Children learn to listen to each other, and the teacher encourages them to move forward.

- Through brainstorming - children are interested in the lesson, on the basis of which it is possible to update the lessons by playing various games.

4. Results obtained based on pedagogical experience

Based on the practical experience of primary school teachers, in lessons where the technologies of hemitification have been implemented:

- Spelling and grammatical errors are reduced;

- Increases students' motivation;

- makes the lesson process interesting and lively;

- develops free and critical thinking;

- creates a partnership and competitive environment;

Gamification is particularly effective in primary education, and learning through play aligns with children's developmental psychology. At the same time, game elements increase students' competitiveness and self-confidence.

Conclusion

If the term gamification originated in the field of information technology, today it has become one of the necessary innovative technologies of the education system. The introduction of game elements into the educational process increases students' interest in learning and ensures pedagogical effectiveness. Therefore, it is essential to develop gamification as an integral part of modern education.

REFERENCES

1. Primary education Tashkent. Teacher. 2018
2. Methods of teaching the native language. Tashkent. Education 2019
3. Gamification and education. Tashkent. 2020.
4. P.Salieva Interactive methods in native language and reading lessons Nukus-2022