

ORGANIZING OPEN LESSONS USING GAMIFICATION TECHNOLOGIES TO DEVELOP SPELLING LITERACY IN PRIMARY SCHOOL NATIVE LANGUAGE LESSONS.

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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

Increasing students' interest in lessons and turning them into active participants is one of the most important tasks in the education system today. Especially for elementary school students, it is important to organize the lesson process in an interesting, understandable, and effective way. For this purpose, the gamification method, one of the modern technologies, is being widely used.

Elementary school students will naturally be interested in play. Therefore, teaching through games helps to attract students' attention, develops independent thinking, develops teamwork skills, and strengthens their positive attitude towards the lesson.

Organizing a lesson using gamification

A gamification lesson can be organized based on the following stages.

Setting the lesson objective.

1. The teacher clearly defines the topic and objective of the lesson and adapts it to a game format.

Creating a game script

2. The lesson is organized in the form of a quest, a competition, or a trip. For example: "Journey to the Land of Knowledge"

3. Applying game elements

Scores, ranks, stickers, emoticons, words of encouragement, and awards

4. Collective and individual assignments

Students work in groups or individually.

Examples of native language games:

"Word Hunter" game. Through this game, they form words from a given letter or syllable. A score is awarded for each correct answer. Play enriches children's vocabulary.

"Sentencing Master" game. Students are given cards with separate words. They are required to make meaningful sentences. The student who creates the most correct and beautiful sentence is rewarded.

"Palace of Word Branches" game. Separate spaces for nouns, adjectives, and verbs are drawn on the board. Students reinforce the topic by placing words in the correct place.

Game "Journey of Letters." In this game, students distinguish between vowels and consonants. Play is effective during the literacy period in elementary school.

Principles and requirements of pedagogical technology.

1. The principle of free choice. There are various things that are valuable in life. Including, the most valuable thing for every person is free action. Especially for a child, free movement is the most precious thing.

The rule: in any education, the student should be given the opportunity to speak freely. Being able to speak freely is equivalent to feeling responsibility.

1. Principle of openness Not only to provide students with ready-made knowledge, but also to teach them to explore.

2. The principle of action: Knowledge, skills, and abilities are acquired only through action.

3. The principle of feedback. Monitoring the educational process with feedback: checking the student's feelings, level of interest, and understanding using various methods.

4. Principle of utility. Utilizing all the possibilities of education and increasing its high effectiveness. The student decides many things independently, with their own will.

About the principles used in primary grades

The 4K Model, by its name, encompasses four principles:

1. Critical thinking
2. Creative thinking
3. Communicative
4. Collaboration

Before implementing the new innovative approach in Uzbek schools, foreign experiences were also studied. Countries such as Singapore, China, England, and Finland prioritize the development of 21st-century skills in students, incorporating the 4k principle.

I would like to highlight the methods used in our lesson on "Noun" in the 4th-grade Native Language subject. To ask for homework

One person from each of the four groups can be selected using the Blitz quiz method.

It is advisable to explain the new topic using the Pinworth method. With the help of this method, students develop a culture of reasoning and communication, the ability to express their thoughts, logical thinking, and quick-wittedness. To reinforce the new topic, you can also

Conclusion

In conclusion, gamification technologies organized for native language subjects in primary grades play an important role in increasing the effectiveness of education. The advantage of using them in the lesson process is that, if they are taught to acquire ready-made knowledge in traditional lessons, gamification technologies teach them to independently search for, study, analyze, and even draw their own conclusions.

These games increase students' interest in learning. Develops their speaking and thinking abilities.

Therefore, it is recommended to use gamification technologies purposefully and

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