

## USING GAMIFICATION TECHNOLOGIES IN DEVELOPING STUDENTS' SPELLING LITERACY IN PRIMARY SCHOOL NATIVE LANGUAGE LESSONS

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**Annotation:** *The article explores the impact of using gamification technologies in developing students' orthographic literacy in primary school native language lessons. The main goal of gamification is to increase student motivation by incorporating game elements into the educational process. With the help of games and interactive tasks, students' orthographic literacy is developed, and literacy skills are formed.*

*As a result of the experiments, conclusions about the importance of gamification in primary education and*

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

### Introduction

In the modern education system, improving the literacy of primary school students, especially the formation of orthographic skills, is one of the pressing issues. Teaching orthography rules in native language lessons using traditional methods sometimes leads to boredom and passivity in students. Therefore, the introduction of modern pedagogical technologies, particularly gamification technologies, into the educational process will be of paramount importance.

Gamification is a technology aimed at developing students' curiosity, activity, and independent thinking through the use of game elements in the educational process.

Theoretical foundations of spelling literacy development in primary education.

The concept of orthographic literacy and its significance.

Spelling literacy is the ability of students to write correctly in accordance with spelling rules.

Orthographic skills formed in primary education serve as a solid foundation for Developing orthographic literacy:

- Improves students' speaking skills;
- Helps them express their thoughts in writing.
- develops independent thinking;

### 2. The role of gamification technology in education

Gamification technology serves to organize the educational process interestingly and effectively through its elements (scores, levels, competitions, missions, awards).

Considering the psychology of elementary school students, learning through play is considered the most effective method.

Main functions of gamification:

- Engaging students in the lesson
- Increasing motivation
- to increase the effectiveness of education

Organizing interactive lessons based on gamification to develop spelling literacy.

Projecting interactive lessons based on gamification

When organizing interactive gamification lessons, attention is paid to the following stages:

1. Clearly define the lesson objective.
2. Developing game form and rules.
3. Step-by-step placement of tasks;
4. Implementation of an evaluation and incentive system.

Gamification methods used in native language lessons

"Find the mistake" game

Students are divided into groups and given a misspelled text. They must find the incorrectly written word within the text and state the correct version.

Orthographic Labyrinth

Every correctly written word takes the reader to the next stage.

"Word Collecting" game

It is aimed at forming a correct word from the given letters.

3. Educational effectiveness

Experimental work shows that in lessons conducted using gamification technologies:

- students' spelling errors are reduced;
- Lesson participation increases;
- develops independent thinking skills;

To conclude

In conclusion, organizing interactive lessons using gamification technologies in native language lessons in primary education is an effective way to develop students' orthographic literacy. Lessons conducted through game elements foster positive emotions, interest, and a thirst for knowledge in students.

## REFERENCES

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