

# USING DIDACTIC GAMES IN LEARNING MOTHER TONGUE IN PRIMARY CLASSES

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**Abstract.** *This article talks about the use of didactic games in the teaching of the mother tongue in schools, the teaching of mother tongue lessons through educational and cognitive and new methods.*

**Keywords:** *education, education, pedagogical technology, diagnostics, law, game, didactics.*

## **Introduction**

In primary education, the acquisition and mastery of a mother tongue are vital for a child's cognitive development, communication skills, and overall academic success. Traditional teaching methods often struggle to engage young learners and make language learning an enjoyable experience. However, a promising approach that has gained recognition in recent years is the integration of didactic games into language learning curricula. Didactic games are educational tools designed to foster learning through play and interactive experiences. These games offer an immersive and engaging environment where students can actively practice and reinforce language skills while having fun. By combining entertainment with education, didactic games create a positive and motivating atmosphere that encourages children to explore and experiment with their mother tongue. The primary classroom is an ideal setting for the implementation of didactic games. Young learners are naturally curious and eager to explore their surroundings, making them receptive to interactive learning experiences. When applied to mother tongue instruction, didactic games can offer numerous advantages.

The following are the main reasons why educational institutions pay special attention to the use of pedagogical technologies in the educational process. First of all, pedagogical technologies have a wide range of opportunities for the implementation of education that develops personality. The Law "On Education" and the "National Program of Personnel Training" give special importance to the implementation of advanced training. Secondly, pedagogical technologies make it possible to widely introduce a method of systematic activity into the educational process. Thirdly, pedagogical technology prompts the teacher to pre-design a technological chain, starting with the goals of the educational process, ending with the creation of a diagnostic system and monitoring of this process. The correct introduction of pedagogical technologies into the educational process leads to the role of the teacher as the main organizer or consultant in this process. This requires more independence, creativity, and will from the student. The use of any pedagogical technology in the educational process depends on the individual who is teaching the student and who the teacher is teaching.

Pedagogical technology in the teaching process is a unified process with a clear sequence, it is a pedagogical process aimed at providing a goal-oriented, properly planned and guaranteed result based on the needs of the student. The process of learning a language requires, first of all, lively communication. Currently, the effectiveness of using computer technologies in combination

with new pedagogical technologies and traditional methods is high. We think that it is appropriate to use the following didactic games in teaching the state language in schools.

"Find the word" game. This method can be used in grades 2-3 to consolidate the lessons learned at the beginning of the lesson or to work with vocabulary. The teacher says a word and the students continue. According to the rules of the game, if the word started by the teacher ends with a letter, the student must say the word that starts with that letter. This type of work can also be done with words related to the topic. Students take turns finding words related to a field or group of topics. For example: if you are given the task of saying words about home furniture, you can go to student:

- 1: couch, student
- 2: blanket, student
- 3: carpet, student
- 4: vase, etc.

This game can also be organized by the names of plants, flowers, school supplies. The student who could not find the word quickly leaves the game, and the participant who remains until the end of the game becomes the winner.

In the 2nd-3rd grades of the schools, these subjects are taught in the mother tongue classes, so students use this educational game to master the subjects and learned words. It helps to strengthen the memory. In order to fully master the mother tongue, work with the dictionary should be emphasized. Not only reading the dictionaries given in the text, but also reading and memorizing dictionaries, repeating memorized words in series and asking them from memory or vice versa, reading and memorizing words, writing down what I remember, using such tasks regularly because creating phrases using the dictionaries provided during the lesson serves to enrich the students' vocabulary. Speech material learned through repetition is easily mastered. Various didactic games, appropriate use of educational tools for students to understand grammatical materials thoroughly and clearly, including short grammar tasks not provided in the textbook, quizzes, "Memorization exercise", "Find the mistake" methods help to consolidate and remember well. learned lexical materials. Also, instead of relying on the dialogues given in the textbook in learning the mother tongue, students can create dialogues with each other on various topics, listen to the speech of the interlocutor in mother tongue, understand the main content of the speech, and what to say.

Guess the game is suitable for students in grades 3-4 and up, because students need to know a lot of words for this game to be effective. In this game, words related to a certain profession are taken, and the leader imitates the owner of a certain profession. The regular word is written on the card and shown to the student who found the word correctly. Students who find the correct answer in the game become the winner.

Memory game. A small text on the cassette is read to the students. Students write down key words and then reconstruct the listening text using those words. A person whose text is complete and correctly written will receive high marks. This game helps to strengthen the memory of students.

In conclusion, educational games are of great importance in the educational process, including teaching the mother tongue. Game technologies, tests are factors that provide an objective assessment of the level of education, independent thinking, and mental development of young people. Also, the test results create great opportunities to make reliable scientific

conclusions about the situation in the educational process. The test assesses students' knowledge accurately and precisely. A scientific approach to the answers to general test questions increases students' interest in science and deepens their knowledge. In addition, the test helps to connect theory with practice.

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