



e-ISSN: 2319-8753 | p-ISSN: 2320-6710

IJIRSET

International Journal of Innovative Research in
SCIENCE | ENGINEERING | TECHNOLOGY

INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN SCIENCE | ENGINEERING | TECHNOLOGY

Volume 10, Issue 5, May 2021

ISSN INTERNATIONAL
STANDARD
SERIAL
NUMBER
INDIA

Impact Factor: 7.512

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6381 907 438

ijirset@gmail.com

www.ijirset.com

Methods Are the Lifeblood of the Lesson

Shaxlo Rahmonova Rashidovna

Head of the Correspondence Department of the Tashkent Institute of Chemical Technology, Uzbekistan

Annotation: First of all, the organization of the lesson process increases the interaction of students, the student develops the skills to master the content of the subject on the basis of curriculum, program, textbooks, standard norms, reading, working, mastering the content of training, text, exercises their responsibility increases. Also, the student is accustomed to express themselves freely, to defend their personal opinion, to prove, and most importantly, didactic motives are formed in the learning process. Therefore, the article pays special attention to the importance of the use of new technologies in the teaching of mother tongue and literature in the pedagogical process.

KEYWORDS: method, group, lesson, literature, native language

This in turn makes the lesson interesting. That is, in this process, the needs, desires and wishes of the student are met. Most importantly, mastering the training material is guaranteed. teaching methods take different forms (individual, pair, small group and large groups) in the learning process.

In lessons organized in this way, the student not only masters the content of education, but also develops his own hard work and critical thinking. Interactive pedagogical didactic games are widely used in primary schools; A business game lesson is a lesson to strengthen students' knowledge by studying the issues on the topic of the lesson by allocating pre-defined roles and organizing them to perform that role in the lesson process. A theatrical lesson is a lesson that gives the group specific information on the topic of the lesson by organizing scenes related to the topic of the lesson.

Computer lessons - lessons taught on the subject of the relevant subject through computer materials, multimedia, distance learning courses, etc.

An auction lesson is a lesson that demonstrates how much each student knows about some of the gaps in the elements.

A fair lesson is a lesson that is taught by giving interesting information to the class based on the interaction of students who have mastered the subject in advance.

Formula lesson is a lesson in the form of various games for students to master the formulas.

A game lesson is a lesson in organizing students' mastery through play appropriate to the lesson topic.

A "court" lesson is a lesson in explaining a new topic to students by organizing a "court" process appropriate to the topic of the lesson.

A concert lesson is an exercise in expressing a lesson in the form of a concert, staging students to activate and consolidate their knowledge.

In addition, debates are a teaching method that allows all students (or a major part of the class) to actively participate in the debate in substantiating their point of view. Using this method develops critical thinking.

Students must develop their own point of view, present it, defend it, and then reject the opponent's point of view. As the debate unfolds, the teacher splits the class into two groups.

Role-playing - In this method of teaching, students reposition "real life" situations. This allows them to try and test new types of activities that can be applied in their practical work activities.

Bumerang - This method is a creative understanding, learning in a deep and holistic way of learning material during a session. Focused on the free acquisition of knowledge. It focuses on the study of topics of different content and character, and includes oral and written forms of work. During the session, each participant can perform different tasks, acting as a student or teacher in proportion. As a result of the application of this technology, critical thinking allows for the formation of logic; develops memory, ideas, thoughts, arguments in written and oral forms.

Creative games



creative games play an important role in the development of students' creative research, independence, logical thinking, meeting their needs for additional knowledge.

Didactic games should be called creative games, which prepare the ground for the solution of problematic situations created in the educational process through the creative research and application of previously acquired knowledge, skills and abilities of a group of students.

In these didactic game lessons, all students work together, applying new knowledge in new situations. This gives students confidence in their knowledge and abilities, and each student begins to learn with sincerity, realizing that all serious preparation is the key to success.

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**Impact Factor:
7.512**

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STANDARD
SERIAL
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INDIA



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