

**THE IMPORTANCE OF DIDACTIC GAMES AND
PEDAGOGICAL SKILL IN ORGANIZING ENGLISH LESSON**

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***Abstract:** This article discusses the role of didactic games in teaching English, as well as the importance of didactic games in improving the quality of education and recommendations are given.*

***Annotatsiya:** Ushbu maqolada ingliz tilini o'qitishda didaktik o'yinlarning o'rni, hamda didaktik o'yinlarning ta'lim sifatini oshirishdagi ahamiyati haqida muhokama qilinadi va tafsiyalar beriladi*

***Key words:** didactic games, competence, oral communication, "flying house", education.*

***Kalit so'zlar:** didaktik o'yinlar, kompetensiya, og'zaki muloqot, "uchar uy", ta'lim.*

The employing of games in the foreign language class helps to form the oral communication and psychological preparation competencies of the students.

Learning opportunities can be significantly increased with the help of games. Such games must meet a number of requirements:

1. To be aimed at solving certain educational problems;
2. To be "manageable" in order not to break the rhythm of the academic work given in the lesson;
3. Relieving stress in class and encouraging student activity;
4. First of all, he should understand the moments of the game, the educational effect remains in the background;
5. Having the opportunity to involve all students in game activities. When we use games, they should also have certain functions in this process. We will consider them below:

1. Educational function. The game helps to develop the ability to learn a foreign language, develops general educational efficiency and ability.
2. Educational function. The game develops a sense of mutual help and mutual support.
3. Entertainment function. The game helps to create a comfortable, unusual atmosphere in the classroom it
4. Communicative function. The game brings learners together and helps them interact in a foreign language. [2. 46]

Psychologists divide human life into three main periods: play, education and work. Even when teacher is going through the educational stage, it is easy to notice the interest in games and fun activities from the mentality and behavior of the child. Advanced scientists in the field of pedagogy also recognized learning through games as a natural way for a child to learn. Boring grammar exercises, long texts, and difficult-to-understand rules sometimes discourage a child from learning a foreign language. [1. 113]

It can be depressing during learning just integrating grammar exercises. In our experience, we have observed this situation especially among high school students. In such a situation, students start to get bored, and this can have a negative impact on the teacher's work. After all, the success of every teacher is closely related to the level of knowledge of the students he teaches. Our teachers, without shame, use their acting skills to the full and often have different classes they should use games. Teaching English through games turns the teaching process into an important and inspiring, positive and productive experience. [5. 89] It is not necessary to search for games related to the topic, games that are popular among students can be adapted to the educational process. A teacher with a broad worldview can find a suitable game for each subject. Below, I would like to give information about several games that can turn the lesson process into an interesting activity:

The Flying House - "Uchar uy" game.

This game is in English class used for topics related to geography. The student can be asked questions about where he would go if he had a flying house, why he would go, and what information he would have about the place he wants to visit (planet, continent, country, city). [4. 79] For example: If I had a flying house, I would go to France. Because Paris is the best place for traveling. There is the Eiffel Tower here. Concentration - "Being attentive" game. A very useful game for grammar exercises and teaching new words. After explaining a certain grammatical topic, the teacher writes a sentence on a piece of paper and shows it to the student. And the student looks at it for a certain time. Then the student is given the words in the sentence on another piece of paper in no order. And the student should write it without mistakes. For example: There are ten desks in the classroom. This sentence is Grammatical correct in terms. Then it is given in the following form: in, there, desks, the, are, classroom, ten. Adjectives - "Adjectives" game. Using this game to learn adjectives and their degrees will increase the level of students' knowledge. A simple sentence is written on the board, and students

have to expand the sentence using adjectives. [3.56] For example: The cat sat on the table. The answer can be as follows: The fat cat sat on the dirty table. Or you can use adjectives to describe something. Other students guess the name of the person or thing depicted. For example: - I am green and square. I am in the classroom. - Board. Syllables - "Syllables" game. Sometimes students of English words they face difficulty in memorizing new words due to the difference between writing and pronunciation. [6. 23] By applying this game to the teaching process, mistakes can be drastically reduced. Several words with different syllables are written on the board. The teacher knocks on the table. In fact, this action is a form of command for students to find monosyllabic words. For example: like book, pen. To the table double tapping serves as a signal to look for two-syllable words. For example: teacher, learning. The teacher corrects mistakes on the spot. Touch and find - "Touch and find" game. In memorizing new words, it is of great help, especially to elementary school students. The student is blindfolded. And he holds things one by one and says their name. It is useful for learning the names of fruits, vegetables, body parts, educational tools.

For example: This is an apple. This is a peach. For students who are just learning the English alphabet, holding the magnetic letters and finding their name will become a very interesting activity. For example: This is A. I hope that my thoughts on using games in English language training can be helpful in your future professional career. During the lesson find an opportunity to use games.

The article explores the significance of didactic games in English education and their impact on enhancing the overall quality of teaching, while also providing recommendations for their implementation.

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