



“DIDACTIC GAMES IN THE LESSONS OF FINE ARTS”

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Anotation

In my article “didactic games in the lessons of Fine Arts” as in the content, through the active use of didactic games in the lessons students ' performance in the subject of drawing, quick thinking ability to increase spatial imagination through didactic games. It is known that the level of assimilation of students ' knowledge and skills of Ogan based on educational standards is also checked. Defaults are developed for minimum requirements of classes painting.

The lessons of acquiring new knowledge in Fine Arts differ from other educational pridmets in that they demonstrate many instructive hands-on skills and show working methods in explaining the matter. Such lessons include, as a rule, independent independent work of students in the application of acquired knowledge. The use of didactic matches in the course of the lesson is considered significant in that the lesson is more effective and more interesting ,easier and faster to reach the pupil.

Kaltword: didactics, vision, perception, IDOC, matter, Action, aesthetics, pattern, fairy tale, applique, color,

Introduction

Just like every teacher of Science, a teacher of Fine Arts requires an excellent study of the theory of pedagogy and its principles. Didactics (Greek didasco - I teach) is a science about education and knowledge. Education and information are important in the development of human upbringing and its formation as an individual. Didactic science along with studying the important problems of education and information, there will also be answers to such questions as "who should be taught", "what to teach", "how to teach".

Even at the present time, the important task of didactics has become to focus the content of education on the issue of educating a harmonious person in one key issue. In the lessons of many teachers of Fine Arts and drawing, didactic games are necessary. Studies have shown that didactic games significantly increase the visual and sensory abilities of the child. Let's look at didactic game types in the lessons of Fine Arts:





1. "Knowing the touch" means seeing each item holding it by hand v knowing the size, color of the shape mass through the sensory organs on the fingers, for a develop the ability to feel and perceive.

Game function: to know what kind of vegetables or fruits, not to be mistaken. Material: fruit and vegetable set, cloth bag.

Game actions: in the basket lay vegetables and fruits. Children come in turn, lower their hands into a bag, feel the product. It is necessary to say that it is its shape, hard or soft, its surface, smooth or rough, usually what color it is, and in the end it is what kind of vegetable or fruit it is. The one who performs the task correctly receives a sign in the form of fruits or vegetables.

2. Cheerful pattern online ⇒ <url>

Didactic task: to strengthen the understanding of the pattern and its elements, to develop an aesthetic sense, a sense of rhythm, form, color. Creative thinking creates a new composition. Encourage the reader to increase their activity and create news.

Material: vegetables, fruits, pictures, flowers, leaves.

Game actions: in front of each team is attached a clean line of paper for collective work on creating a pattern on the class whiteboard. According to the instruction of the teacher, the first representatives of each team choose the first element of the pattern, corresponding to their group, and the combinationtiradi. Then the second Representatives, the third, etc., appear, each person chooses an element of the pattern, and the combinationtiradi, the shape and color are taken into account. The team that does the work correctly, beautifully and quickly, without violating the rules of the game, wins.

3. The game" my friends".

Didactic task: to strengthen the concepts of Uzbek folk tales and heroes, to develop an aesthetic sense, to increase the reader's interest in artistic literature and to form a book of love,

Material: decorative line, animation (applique) hung on the heroes of fairy tales, applique on the pictures of pets on the downhill.

The tasks of the lesson are: deepening the idea of the good and beautiful world of the heroes and animals of ancient Uzbek folk and modern fairy tales, immersing the readers in the world's views and passions.

4. Game cold and hot colors online.

Didactic task: to strengthen the concepts of color and its shades, to develop an aesthetic sense, to discover new colors, to create and enjoy them.

Game actions: students are divided into two groups. One group should choose colors to decorate the crown of the snow queen, the second group will choose colors in the





feathers of the bird. Both groups will find out what color the mixture of Colors is. A group consisting of color combinations will win.

5. Crossword "find the keyword" game

Didactic task: replenishment of the reserve of artistic terms. It allows you to know more about the setting used in fine art.

Game actions: The Class gets divided into two groups and the opposing group presents empty checkboxes with keywords drawn. JMOs will need to find the key words in the combined case in the process of interaction, solve the puzzle and read the key word, as well as when compiling them, students will develop their skills in working with dictionaries, various types of literature. The process of creating and solving Crossword puzzles, tests will help to master the content of the basic concepts.

6. Cooperation game.

Didactic task: to prepare a group of bolib-themed compositions on the basis of a specific topic work on the basis of cooperation organising the study and respect for the opinion of others.

Game actions: students are divided into two groups. On the basis of the subject, the composition is written. Each reader goes to choose a specific item in the sun class. All readers in the game actively participate.

It is worth noting that recently psychologists, educators, determined that the game covers all periods of a person's life, this is not a sign of age, but an important form of his vital activity.

Didactic games as an educational game are among the games that correspond to the age characteristics of children. An important sign of didactic games is the presence of rules in it. In the game there is an inseparable connection between the intention of the game, the rules of the game, the actions of the game. The intention of the game determines the nature of the action of the game. And the rule of the game is that the game will help to solve the actions, the task and make the actions in the game.

Through didactic games, children are given new knowledge, concepts. In these games, the child's comprehensive development, cognitive processes, sensory culture, speech activity, mental abilities are improved. Complying with the game rule, enriching the content of the game to follow it.

In didactic games, a wide range of natural things and items are used. On the agenda of the child should be allocated time and place for didactic play. Such games are held in groups or individually during the training process and in extra-game times. Game content and the result is thoroughly determined. In didactic games, the following rules should be followed:





1. Turn-to-turn exposure.
2. Answer when asked.
3. To hear the thought of comrades.
4. Do not interfere with others in the game process.
5. Execution of the game rule.
6. To admit one's own mistake.

In didactic games, it is necessary to take into account the age, individual characteristics of children. In the game, the tempo and rhythm of the game play a big role, very slow and the tempo in the same plane wait for the child a lottiradi, while the tempo very quickly excites the children, leads to various discussions. It is important to correctly assess the participants of the game by adults.

Literature

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