

PECULIARITIES OF TEACHING FOREIGN LANGUAGES TO PRIMARY SCHOOL STUDENTS

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Annotation

This article discusses the use of modern approaches and innovative methods in teaching English in primary school. There is also information about the development of students' logical thinking skills, speech fluency.

Keywords: modern, innovation, elementary, game, educational, educational, bingo, technology.

INTRODUCTION

Learning English is one of the main conditions for today's development. Therefore, it is the responsibility of both parents and educators not only to increase the interest of the younger generation in this science, but also to encourage their research in this area. One of the most fundamental and positive changes in modern primary education is the decision of the First President of the Republic of Uzbekistan dated December 10, 2012 "On measures to further improve the system of learning foreign languages." "Resolution PQ-1875. Based on this decision, the study of foreign languages, mainly English, in the form of game-based lessons and oral lessons from the 1st grade of general secondary schools, and from the 2nd grade, the alphabet, reading and grammar training begins in stages. According to the resolution, under the leadership of the Coordinating Council, which is constantly working to further develop the study of foreign languages, began to carry out unprecedented work in all areas of education.

MATERIALS AND METHODS

There are two main reasons behind the introduction of foreign languages in primary classrooms. The first is the belief that 'the younger the better', the idea that young children are intrinsically better language learners, and will therefore become more proficient more quickly. The second is that in an increasingly globalized world, intercultural competence is essential, and that it is important to awaken children's interests in other people and cultures at a time when they are open and receptive. More recent arguments are based on the cognitive advantages that learning a foreign language brings (such as enhanced problem solving, attentional control or ability to



switch tasks, and on the claim that it helps with literacy in English but these arguments have not yet filtered into public discourse.

RESULTS AND DISCUSSION

In teaching foreign languages to students in primary school, especially in the first grade, it is necessary to take into account the age, physiological, psychological characteristics of the student. As noted in the resolution, the implementation of foreign language teaching in the form of play-style lessons and oral speech lessons in the first grades is indeed appropriate for younger students. The use of game technology in education is one of the most effective tools. During the game, their thinking, worldview, thinking expands. Scholars have argued that a play-based approach to education facilitates the learning process. Not only does it make it easier, but it also increases the child's interest in science and encourages the child to gain indepth knowledge. Play-style lessons help children develop oral speech. First graders love a variety of pictures or videos. Through different colored pictures, games should be used regularly to enhance their speech. For example, what is this? Who is this? Who knows a lot of words? " games such as During the game, children should be encouraged to remember words and pronounce them correctly. As children's vocabulary increases, other types of games, as well as the organization of various competitions, are also important. Games can be used by children to complete exercises on topics such as Fruit Names, Professions, and Home Appliances. Then, when they are displayed in accordance with the colorful images on the computer, students' speech develops and their range of attitudes to the environment expands. During the presentation of a new topic, words and pictures will appear on the screen. Students will be able to listen to words and pronounce them. The principle of individualization of education should be taken into account when presenting the topic on a computer. Some students have difficulty perceiving a graphic word and some a sound image.

Therefore, we, the teachers, need to make our lessons meaningful, using interactive, innovative and interesting methods. We know that the introduction of modern information and communication technologies in the educational process, their purposeful and correct use, thereby increasing the interest of students in foreign languages, improving the effectiveness of teaching is the most important issue. There are many types of education today. We should use them to cover a new topic more broadly and to increase their interest throughout the lesson.

It is known that in recent years, a new era in the teaching of foreign languages in the public education system has begun in our country, the requirements and methods

have changed. It requires the use of advanced pedagogical technologies, interactive, innovative methods. This is evidenced by the fact that English is taught in schools from the 1st grade. It takes a lot of work from teachers to increase the interest of knowledge-hungry children in language learning and to bring them into the rich world of English. Of course, the organization of lessons on the basis of various interactive games increases their enthusiasm, activates passive students, creates an atmosphere of teamwork, as well as competition between students in the classroom.

Here are some examples of didactic games to help you make your English lesson more meaningful.

PICTIONARY a drawing game that most English learners know. For this game we will use a simple board or a white magnetic board. Divide the class into two groups and draw a table for each team on one side of the board and write down the scores of the teams here, and the groups choose a name for themselves. Then one student from each group goes to the board, selects one of the inverted words and draws it on the board, and the others find it. The first team to find the word gets a point.

OBJECTS - This fun game tests students' memory and vocabulary. The more we increase our vocabulary, the better our English speaking skills will be. Terms of the game: We will use the board and 15 items in the classroom. We put all the items on the table, invite all the students to look at the items on the table, and then cover everything with something. We then ask students to write down the 15 items they remember on a piece of paper or in their notebooks in English. After 2-3 minutes, the teacher writes the names of the items on the board and the students check the names of the items they have written. The student who writes the most correctly is the winner.

BACK TO BACK - This game sharpens the student's memory and improves hearing. We place the colorful pictures on the table with the left side, put two students on the board and ask one of them to choose the pictures, without showing the second student they sit in two chairs facing each other. The child holding the picture says what is depicted in a riddle and the second student writes down what he or she has heard. The student wins if he or she captures what they hear clearly and concisely. This game is also fun for the upper classes.

BINGO - You have to prepare a little bit to play this game. But it's a lot of fun. Make 4x4 bingo papers and write the words in each box and distribute to the students. Words should not be repeated and students should mark their presence as you read them. The first student to mark all the words on the page wins.

Use these games in your lessons and share your results and experiences with your colleagues!

In fact, language learning through sensory organs is more useful and effective than other methods. For example, in the process of tasting an apple, the student knows what its color, taste, size, smell is, and also says its English name. As a result, when the teacher asks the children the English name of the colors, the children immediately remember when they ate the fruit. Hence, the use of such methods helps the student to store the information in the memory for a long time.

CONCLUSION

In short, teaching language to primary school students not as an obligation, but rather through the use of fun games and innovative techniques, can serve as a foundation for their future knowledge. Therefore, the education system has set itself the task of educating a free-thinking, well-rounded, mature person. In the future, we can contribute to the future teachers by more fully developing ways to effectively use innovative technologies.

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