

USING GRAMMAR GAMES TO WORK ON WORD MEANING IN PRIMARY GRADE MOTHER LANGUAGE LESSONS

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Abstract

This scientific article analyzes the scientific and methodological foundations of the use of grammatical games in the process of working on word meanings in primary school native language classes, in particular in the 2nd grade. The didactic potential of grammatical games in developing students' speech, increasing vocabulary, and enhancing cognitive activity is revealed theoretically and practically. The research used observation, comparison, and analysis methods, and the results obtained show that grammatical games are an important factor in increasing educational effectiveness[1,20].

Keywords

primary education, native language methodology, word meaning, grammatical games, speech development, didactic games, interactive education.

Introduction

At the primary education stage, the subject of the native language plays a leading role in the formation of students' speech literacy, thinking and communication culture[2,15]. Especially in the 2nd grade, students begin to acquire the skills of understanding the meaning of words and using them correctly and appropriately in oral and written speech[3,42]. In this process, working on word meanings is of particular methodological importance, because it is through words that the child understands the environment and expresses his thoughts[4,58].

Teaching word meanings should not be limited to just giving definitions[5,33]. Taking into account the age and psychological characteristics of primary school students, it is necessary to use active, interesting and effective methods in the teaching process. In this regard, grammar games are an effective pedagogical tool in the educational process[6,76]. Grammar games actively involve students in the teaching process and help them to consciously acquire knowledge.

Main part

Scientific and methodological foundations of working on word meanings in the 2nd grade

In the 2nd grade native language lessons, students are introduced to the dictionary meaning of words, synonyms and antonyms, as well as the meaning of words in sentences[7,88]. These concepts expand students' vocabulary and develop their ability to think independently, compare, and analyze. Consistent work on word meanings enriches students' speech and teaches them to express their thoughts freely.

The methods and techniques chosen by the teacher are important in this process. If work on word meanings is organized only through exercises and questions and answers, students may quickly become bored. Therefore, the use of grammar games in the lesson increases the effectiveness of education.

Didactic value of grammar games

Grammar games help primary school students to learn knowledge with interest[6,92]. During the game, students actively participate, learn to think independently, and have the opportunity to apply their knowledge in practice[7,115]. This ensures the strong and long-term retention of knowledge.

Grammar games perform the following tasks[3,118]:

educational task - mastering and consolidating new knowledge;

developmental task - developing speech and thinking;

educational task - forming teamwork, discipline and activity.

Using grammar games in 2nd grade native language lessons (based on practical examples)

"Find a synonym" game

The teacher presents a word on the board or orally. Students find synonyms for this word and use them in a sentence.

Examples: big - huge; beautiful - beautiful; fast - agile.

This game expands students' vocabulary and increases the expressiveness of their speech.

"Say the antonym" game

The teacher says a word, and the students determine its opposite meaning.

Examples: hot - cold; high - low; light - dark.

This game develops logical thinking and comparison skills in students.

"Complete the sentence" game

The teacher says half a sentence, the students complete the sentence by choosing the appropriate word.

Examples: In winter, the weather is very _ (cold). In spring, nature turns _ (green).

"Find the extra word" game

From the given words, a word that does not fit the topic is determined.

Example: apple, pear, grape, carrot (extra word - carrot).

Organizing grammar games by lesson stages

The use of grammar games in primary school native language lessons gives effective results at all stages of the lesson. In particular, game tasks increase the activity of students at the stages of learning, consolidating and repeating a new topic.

Grammar games at the stage of explaining a new topic serve to concentrate students' attention. For example, when introducing new words, games such as finding a word based on a picture and saying words that represent the subject can be used. Through this method, students learn new words faster.

At the consolidation stage, the topic is further strengthened through games such as "Word Chain", "Find a Synonym", "Say the Opposite Word". These games develop students' memory and help them retain knowledge for a long time.

At the revision stage, grammar games have a generalizing nature and allow students to systematize their acquired knowledge.

The role of grammar games in the development of students' speech

The use of grammar games in working on word meanings is of great importance in the development of students' speech. During the game, students learn to pronounce words correctly, build sentences consistently, and express their thoughts freely.

With the help of grammar games:

oral speech is activated;

vocabulary is expanded;

sentence building skills are formed;

communication culture is developed[5,145].

Especially games organized in small groups develop students' skills in working together.

Methodological recommendations for the use of grammar games in teacher's work

When using grammar games, the teacher should pay attention to the following methodological aspects:

the content of the game should be relevant to the topic of the lesson;

the rules of the game should be age-appropriate and understandable for the students;

all students should actively participate in the game;

the results of the game should be evaluated and conclusions drawn.

During the game, the teacher plays the role of a supervisor and guide. This forms a sense of independence and responsibility in students[6,147].

Using grammar games based on practical experience and lesson plans

In order to increase the effectiveness of using grammar games in primary school native language lessons, it is important to create lesson plans based on practical experience. In particular, in 2nd grade native language lessons, activities organized based on game methods in studying the topic of word meanings help students to acquire knowledge more deeply.

For example, in the lesson plan titled "Journey to the World of Words," students are divided into small groups and each group is given certain tasks. The first group is engaged in identifying synonyms, the second group is engaged in finding antonyms, and the third group is engaged in constructing sentences using the given words. In this process, students not only learn the meanings of words, but also develop the skills of working in a team and justifying their opinions[7,98].

Practical experience shows that in classes where grammar games are regularly used in the lesson process, students' speech activity increases significantly. Students get used to pronouncing words correctly, understanding their meaning, and using them appropriately in speech.

Problems encountered in the use of grammar games and ways to overcome them

Some problems may also arise in the use of grammar games. In particular, some students are passive, unable to properly allocate time, or do not fully understand the rules of the game. To overcome such problems, the teacher should clearly and clearly explain the rules of the game, and ensure the participation of all students in the game process.

It is also important to take into account the level of knowledge and individual characteristics of students when choosing grammar games. Games should not be too complicated, but at the same time activate students' thinking[6,144].

General conclusion

In general, the use of grammar games in working on word meanings in 2nd grade native language lessons fully meets the requirements of modern education. Grammar games serve to increase students' vocabulary, develop speech, and consciously assimilate knowledge. Practical examples and lesson plans presented during the study demonstrate the high pedagogical effectiveness of grammar games. Therefore, the systematic and targeted use of grammar games in organizing native language lessons is scientifically and methodologically important.

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