

Technology of Using Games In Teaching Russian to Primary Class Students

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Abstract: In this article, positive aspects and methodological analysis of the use of various games in teaching Russian to elementary school students are carried out.

Keywords: Primary class, Russian, method, tool, teaching.

Introduction

Despite the fact that elementary school students are still young, their character and temperament are very complex. Usually, the period of elementary school is the highest stage of childhood. Pupils retain many of the characteristics of childhood, i.e. lightness, simplicity, playfulness, but clear and logical thinking, which is necessary for the implementation of educational tasks, begins to appear. Educational activity for children of primary school age is the leader. It defines the main changes that occur in the development of mental experiences of children of this age.

MAIN PART

Many children think that when they start learning Russian at school, it is a fun and exciting process. But over time, realizing that this process is not so easy, the Russian language starts to become one of the subjects they don't like. The usual educational process does not give the desired results. There are many ways to motivate elementary school students to be active, but one of the most effective is play. Games promote intensive language practice. The game is a general organized activity that requires the integration of excitement, mental activity and attention. As a subject of general education, Russian should contribute to the process of developing students' creative abilities. Games help students become creative individuals and teach them to approach each task creatively. A creative approach to the solution of tasks ensures that the work is performed at a high level. And games share creative joy with children and adults. Creativity is given to children by nature, they like to invent different things, fantasize, describe, and imitate. If the surrounding people do not show interest in the creative ability of students in time, it may disappear soon. Students always try to move forward during the game. During the game, the student's mind, intellect and imagination work together. The use of various games in Russian lessons makes the process of language learning fun, develops memory and prevents the interest in Russian from waning. Games are also important for understanding difficult learning materials and developing speaking skills. Audio games can be used to effectively teach comprehension of words when they are spoken once. These games can be played without audio texts, pictures, and cards. For example: the teacher reads a text at a normal pace. Then the teacher invites the students to write the remembered words from the text. The student who writes the most words wins. Texts for audio games can be taken from any Russian books or written by the teacher himself. The main thing is that the teacher should be able to attract the attention of the student

through a simple text. The main goals of using this type of games in the course of the lesson are: to teach students to understand the meaning of words when they are said once; development of students' listening skills. In Russian teaching methods, games played through images are widely used. Organizing and successfully implementing this type of games depends not only on the imagination of the teacher, but also on the perseverance of the students. The main goals of using visual games in the course of the lesson are: to teach students to think in Russian; formation of students' teamwork skills; increase the student's vocabulary.

1. The name of the game: "Feeling". The purpose of the game: to repeat the words on the topic, to develop the creativity of students. Game process: participants of 2 groups take turns to show words expressing emotions to their teammates through facial expressions.

2. Game name: "Numbers and colors". The purpose of the game: to repeat words on the topic, to develop students' creative abilities. Game process: Divide the class into 2 groups and they will solve mathematical examples. They paint the character of the fairy tale using the colors specified in the answer.

3. The name of the game is "Crocodile". The purpose of the game: to repeat the learned words, to teach teamwork. Game process: The teacher divides the class into 2 groups. Each group participant alternately comes to the teacher and chooses one of the previously prepared cards. Then he tries to explain the image on the card to his teammates without words, through actions.

CONCLUSION AND DISCUSSION

The implementation of the above-mentioned games and a number of others will undoubtedly be of great importance in increasing the interest of elementary school students in the Russian language and in establishing effective learning.

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