

ORGANIZATION OF METHODOLOGICAL GAMES USING COMPUTERS IN READING LITERACY CLASSES

Rakhmatullayev Madat Xadjibayevich,

Assistant Teacher of Tashkent University of Humanities

Annotation: The use of computers elevates reading literacy lessons to a new level. This not only facilitates the learning process for students but also teaches them how to work with digital technologies. The article discusses the significant importance of creating an interesting, effective, and creative environment for students through computer technologies in enhancing the quality of the educational process.

Keywords: Computer, technology, student, interactive, spelling, letter, word, text.

In the modern educational process, the use of information technologies makes the knowledge acquisition process more engaging and effective for students. Organizing literacy lessons using computers and other digital tools increases students' involvement in the learning process, develops their thinking skills, and provides opportunities to reinforce learned knowledge. This article discusses the advantages, methods, and practical approaches to using computers in literacy lessons. The use of computers offers significant opportunities for students. Through computers, educational materials can be presented using presentations, animations, and multimedia tools. This helps students differentiate the material and understand it better. Essentially, this increases student engagement and allows for active participation in the lesson through interactive programs and games. Computer programs offer exercises tailored to the students' knowledge levels, ensuring an individualized approach for each learner.

Students can read, analyze texts, and even create their own stories with the help of computers. This fosters creativity and literacy. Through online libraries and

educational resources available on the Internet, students can read a variety of texts and acquire new knowledge. Computers make it easier to find and read guides, articles, and e-books related to reading literacy. This enables students to expand their knowledge and familiarize themselves with new types of material.

Using computer technologies to explain any topic is convenient for students. For example, incorporating videos, audio recordings, and slides alongside the text can make the learning process more engaging and understandable. This method captures students' attention and enhances the effectiveness of reading. Alongside educating children, utilizing modern innovative approaches—specifically through computer use—ensures they possess contemporary knowledge. The application of computer games and gamification methods can be used as an innovative approach in teaching reading literacy. Through games, students can develop their reading and comprehension skills while also strengthening their abilities to analyze texts and retain information. This process provides students with an entertaining aspect of reading.

Reading literacy lessons play a crucial role in developing students' language skills and shaping their reading and writing abilities. Today, the importance of new pedagogical approaches in reading literacy lessons—especially the use of technology—is increasingly recognized. By leveraging computer technologies, interactive methods, and online resources, reading literacy lessons can be made more interesting and effective. Therefore, organizing methodological games in reading literacy classes can turn students into active participants while increasing their interest in lessons as well as improving their language comprehension skills.

Computer games are not just a form of entertainment; they are tools that can transform the educational process by providing interactive and practical experiences. By integrating games into literacy lessons, students can develop a solid understanding, critical thinking, and logical reasoning skills. For example, computer games help reinforce reading and writing skills, improve pronunciation of letters and words, and facilitate the mastery of grammar and spelling rules. Methodological games organized

with the help of computers activate literacy lessons, offering students a more engaging and interactive environment that enhances their interest in the class.

Computer games provide an individual approach to learning. Each student can learn at their own pace. Through games, learners acquire reading and writing skills practically, leading to quick results. Games develop logical thinking, concentration, and problem-solving abilities.

Methodological games in literacy lessons can be organized in various forms. Below are some examples:

1. Finding Letters and Words: Students must quickly find letters or words presented in a text on the computer screen. This game enhances reading speed and concentration.

2. Text Comprehension Games: Questions are posed based on text read on the computer, allowing students to demonstrate their understanding through answers. This game develops skills for properly understanding and analyzing texts.

3. Grammar and Spelling Games: Games that assist students in recognizing various grammatical rules, parts of speech, and creating correct spellings. For instance, forming words while adhering to correct spelling and grammar rules.

4. Error Correction: Students are shown errors in a text and must attempt to correct them. This game improves accuracy in reading and writing.

Integrating Games into Lessons

To successfully integrate computer games into the lesson process, several approaches should be considered. Before engaging students with games, it is essential to define the pedagogical objectives of those games clearly. The games should align with the lesson topic and provide students with necessary knowledge and skills. During gameplay, it is critical for students not only to have fun but also to reinforce their learning.

Organizing methodological games using computers in literacy lessons increases student engagement while developing their reading and writing abilities. Effective use of computer technology offers a fresh approach to teaching literacy that makes the educational process more effective and enjoyable. Additionally, methodological games provide opportunities for enhancing student focus, developing analytical thinking skills, and making lessons more interactive.

Using computers elevates literacy lessons to a new level; it not only eases the knowledge acquisition process for students but also teaches them how to work with digital technologies. Creating an interesting, effective, and creative environment for learners through computer technologies plays a crucial role in enhancing the quality of the educational process.

References:

1. G'ulomov, S. – "Methodology of Teaching Native Language in Primary Classes." Tashkent: O'qituvchi, 2005.
2. Maksudova, M. X. – "Innovative Pedagogical Technologies." Tashkent: Innovatsiya-Markaz, 2019.
3. Tursunova, N. – "Methodology for Developing Students' Speech in Primary Education." Tashkent: Ma'naviyat, 2016.
4. Abdukarimov, X. – "Utilization of Digital Technologies in Education." Tashkent: Fan va Texnologiya, 2020.
5. Khamdamova, D. – "Innovative Textbooks for Primary Classes." Tashkent: Ilm Ziya, 2018.