

USING FUN GAMES IN TEACHING RUSSIAN

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Annotation. *This article examines the use of entertaining games in teaching Russian to increase interest in the subject and the effectiveness of the educational process. The importance of game technologies in school education is emphasized.*

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Success in teaching Russian in universities can be achieved only on the basis of implementing a strictly thought-out system of teaching and educational methods. An important link in this system are entertaining games that enrich students with new knowledge, broaden their horizons, help the teacher to better study their students and improve their language training. In order to arouse interest in certain knowledge, an entertaining form of presenting the material is used. Entertaining games make classes more diverse, emotional, allow for repeated repetition of the studied material without boredom and monotony, and allow the teacher to control the volume of knowledge of the students. For example, there are “Entertaining Grammar”, “Entertaining Mathematics”, “Fun Grammar”, “Without Knowing Grammar You Can’t Learn History or Mathematics”, “Literary Games”, “The ABCs of Folk Wisdom”.

Entertaining may consist in the content of the educational material, in the forms of its presentation. The content of the material is considered entertaining if it contains new, unexpected or unusual interesting information, in some cases having a comic or mysterious meaning: interesting information and facts, instructive statements and stories, riddles, humor, jokes. The form of the material being worked on can also be unusual and new: fairy tale riddles, riddle poems, joke

poems, aphorisms, humorous stories, proverbs and sayings, word games-riddles, charades, rebuses, crosswords.

Entertaining games in teaching Russian to non-Russians are one of the main factors that really helps the real study of the Russian language, the free and active mastery of Russian speech by students, this is a powerful means of forming their interest in the Russian language as an academic subject and linguistic phenomenon, an effective form of expanding and deepening knowledge. A clear connection with the lesson that forms the language base, and at the same time going as far as possible beyond its limits, constitute one of the most important features of entertaining games that are designed to develop the Russian speech of students, necessarily taking into account their inclinations and sympathies and relying on them.

The use of entertainment is possible and appropriate in any lesson and at any stage of it, provided that it is subordinated to the goals of the lesson and organically included in the process of the lesson, and at the same time does not distract from the main material, but on the contrary, stimulates its assimilation.

For example, when reinforcing constructions with imperative verbs, you can use proverbs and sayings: "Work and you will be full; study and you will be smart." "Live and learn." "First study yourself, then become a teacher." "If you want respect, talk less; if you want health, eat less." "Choose a friend slowly, and be even less in a hurry to change him."

When teaching students to use constructions with attributive clauses and participial phrases, the following catchphrases can be used as an example: "A house without books is like a body without a soul" (Cicero). Just as those who eat too much are not healthier than those who eat only what is necessary, so the truly learned are not those who read a lot, but those who read useful things" (Aristophanes).

In order to develop students' ability to understand and analyze works of fiction used to teach reading, it is possible to conduct work on deciphering phraseological units (give assignments to find phraseological units in the text and

replace them with other words), selection of phraseological combinations on one topic, provide materials covering the history of the origin of certain phraseological units, data on the etymology of words and phrases. For example: The combination “at a broken trough” means “left with nothing”, it is connected with the content of the fairy tale by A.S. Pushkin “The Tale of the Fisherman and the Fish”; "a teaspoon per hour" means "very slowly" and comes from an explanation of how to take medicine; "seven Fridays a week" refers to a person who cannot keep his word; "to put one's teeth on the shelf" - to go hungry, "to build a castle on the sand" - to think about something unrealistic; "born with a silver spoon in one's mouth" - lucky, happy.

During the lesson, you can use various forms of entertainment, linking it with the program material being learned, but it should be used in such a way that it makes the work easier, and does not distract from the main goal of the lesson, and does not turn into entertainment.

Along with entertaining games, trainings are also a type of interactive method. Interactive is the most effective approach to learning. With this method, students independently obtain information and interaction occurs not only between the teacher and the student, between the students themselves, but also between the student and his experience.

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