

Increasing Student Engagement in Lessons through the Use of Game Technologies

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Abstract: This article discusses the use of game technologies to increase students' interest in lessons and the impact of games on students' minds.

Keywords: Game technology, speech development, puzzles, didactic game technologies.



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Main part

Currently, the large-scale investments being directed into the education system of our country are creating a foundation for Uzbekistan to take its place among the most advanced countries. The primary education sector plays a foundational role in nurturing creative young people who will contribute to Uzbekistan's future as a great nation. The main goal of primary school teachers is to lay the foundations of literacy, knowledge, skills, and competencies necessary for continuing general secondary education. In primary school classrooms, where the child's mind and thinking are still developing, the teacher's skills, their ability to effectively implement modern technologies in the educational process, the ability to skillfully use advanced pedagogical practices, and the use of new and modern teaching methods are of great importance [2].

In primary school lessons, it would be appropriate to use various educational games to engage children in the lesson. This is because through the game, the child becomes interested in the subject and learns it well. The game determines the level of development of the child's future academic and work activities, as well as their attitude toward people. In the game, the child imitates adult labor at first. The game satisfies the needs and demands inherent in the young organism. It creates a sense of life activity, promoting teamwork, alertness, and cheerfulness. Like other types of activities, the game process involves the child's entire personality, including their cognitive processes, will, emotions, and sensitivity, as well as their needs and interests. In the game, the child actively moves, speaks, and is able to express their knowledge [3].

Often, children get distracted when studying complex or large amounts of material and are unable to concentrate on the lesson. In such cases, it is necessary to capture their attention with an interesting event or game moments. This helps to focus their attention on the material being studied and aids in independently completing tasks that combine problem-solving, research, and inquiry methods. Every teacher can use games only at certain stages of the lesson. Using game technologies to increase student engagement in lessons is one of the modern and effective methods for teachers. This approach makes educational materials interesting and understandable,

enhancing student motivation. Game technologies help attract students' attention, develop critical thinking, and facilitate the assimilation of new information.

Metadology

The following methods can be used in this regard:

1. Interactive Games

Educational games: Games that cover topics related to subjects help students understand the topic more deeply.

Quest and adventure games: Tasks performed individually or in groups around a specific topic require active participation from students.

2. Guides and Mobile Apps

Educational apps: Apps related to subjects like mathematics, language learning, science, and others make it easier for students to grasp the material.

Interactive boards and apps: These make lessons more interactive and engaging, increasing student participation.

3. Role-Playing and Simulations

Role-playing games: Students learn by performing tasks in different roles, which develops their social skills and teamwork abilities.

Simulation games: Modeling real-life situations in game form helps students understand complex concepts through practical exercises.

4. Gamification

Reward systems: Rewards such as points, stars, and medals encourage students to actively participate in the lesson.

Ratings and competitions: Highlighting students' competition and successes motivates them to put in more effort.

Using game technologies to increase student engagement in lessons can positively change their attitude toward learning. Teachers can enhance the effectiveness of education by regularly incorporating various games and gamification elements into the teaching process.

Using game methods at all stages of the lesson is not mandatory. Various educational games can be used in lessons. For example, in a reading literacy lesson, to increase students' reading speed, the following activities can be done during the lesson:

Before the lesson starts, write some sentences and words from the text to be read on the board using block letters, and temporarily cover them. Students open their books, review the text they will read, and try to find the word or sentence written on the board in the text as quickly as possible. Cards with questions or tasks are distributed to the desks in advance. With the teacher's permission, students read the questions or tasks on the cards and search for the corresponding answers in the text.

Holding a "Speed Reading Contest" will engage the students' interest. In this contest, each student starts reading the text at the same time, and it is stated that they must finish reading the text within a set time. The first student to finish reading is marked, and they prepare to verbally retell what they have read. The winners of the contest are awarded stars. This game helps students increase their reading speed. In 2nd and 3rd-grade mathematics lessons, quick thinking and the ability to calculate results orally without using any tools or help are emphasized. For example, if the teacher says the number 240, the students should say that it is the product of 8 and 30, and similarly, give

oral examples like the product of 10 and 200 or the sum of 140 and 50. In this way, students can say the components of a number. This game strengthens students' understanding of the composition of numbers and reinforces their skills in oral addition-subtraction and multiplication-division.

Due to the scattered attention of children, another game can be used to help focus their attention. This is the "Quick Response Game." In this game, the teacher walks around the classroom, stops at one student, and says a certain name. The student must find and say the corresponding answer. The answer must be given before the teacher counts to three. A student who cannot answer is out of the game. For example, if the teacher mentions a geometric figure, the students must provide examples of geometric figures. During this game, students develop quick thinking and independent thinking skills, learn to observe their surroundings attentively, and their curiosity about events happening around them increases.

In conclusion,

it can be said that the role of game technologies in increasing students' interest in lessons is significant. Games help students develop creative thinking, self-management, self-awareness, and the ability to express their thoughts. Using interactive methods and educational games in primary grades helps students think independently, expand their creative and logical thinking, and connect what they learn in lessons to real life, which increases their interest. It should also be noted that games are developmental activities because children develop during the game process.

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