

## Creating Game Projects for use in She Language Classes

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**Annotation:** In the article, suggestions and comments on the use of multimedia tools, creation of local-modules multimedia technologies, creation of their projects, and writing of scripts are discussed in the She language lessons.

**Keywords:** multimedia learning technology, local-modular technology, pyramid, ACT, game projects.

The fact that the Internet and social networks are becoming a part of our life has created the need to use multimedia tools in teaching the She language. "Using a special multimedia device - all kinds of schedule editors, changing the rank scheme of schedule images, inserting a certain font, hyperlinks, system of interactive exercises, etc. - helps the students to perceive the text on the monitor screen in a completely different way, to analyze and understand the educational material in a different way" [ 1 ] . In fact, the ability to effectively use the possibilities of multimedia tools leads the teacher and the student to a new educational environment, creates conditions for acquiring more and more extensive information.

The ability to use multimedia capabilities at all levels of the lesson shows the almost universality of this technology. This universality creates additional fun for both the teacher and the student. It is one of the main reasons why these technologies are now becoming one of the main forms in many disciplines. It will be possible to see and observe the variety of resources and materials recommended in it. The presence of various tables, diagrams, diagrams and animation or material learning next to the plain text not only enriches the content of the lesson, but also makes it easier for the student to master them, and makes the "digestive processes" easier. Also, a number of additional possibilities also give preference to this form. This includes the ability to see the text over and over again, to specify the places that need to be emphasized, to include many elements of animation, and so on. In their research, Zhen Wang and Jianbo He stated, "Specifically, it is a new generation computer for digitally capturing, storing, communicating, and processing data from computers and related technical devices, images, texts, sounds, images, and various mass media. It emphasizes that it is integrated and the ability to present interactive information to users and establish communication" [ 2 ] . Multimedia information combines the combination of image, sound and animation and allows multi-dimensional, multi-angle and multi-mode transmission to the user terminal. Multimedia technology combines several information objects, processes them, and then presents them to the reader based on a comprehensive effect. Seeing, hearing, and experimenting at the same time becomes a factor that can have a strong influence on students' discussion and conclusion. The exchange of these processes in a relatively short period of time leads to an increase in self-confidence based on the student's original thinking, observation, and most importantly, the result appearing before his eyes.

According to me, pedagogical technology is used in educational practice at three levels: general-pedagogical, special-methodical and local-modular. Here we will focus on creating local-module technologies using multimedia tools (text, image, video, audio and animation) and applying them to the course of lessons.

**Pyramid game.** This game can be used to test the linguistic competence that students should acquire within the framework of these subjects after completing a topic or section of the She language.

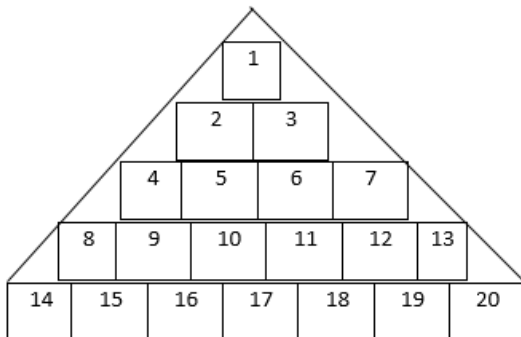
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The purpose of the game: to systematize and strengthen the knowledge, skills, and abilities acquired by students.

The task of the game: to learn to know, summarize, generalize and draw conclusions about the concepts of the She language.

Necessary equipment: computers.



Rules of the game: during the game, each student sits at the computer separately. A computer screen will appear in the form of a pyramid.

Pyramid consists of 20 cells. Questions are hidden in the boxes. Next to Pyramiding stands the Builder. The driver must open the boxes in the pyramid and answer the questions. When you move the cursor over the cell and click, a question will appear on the right side of the screen and the "builder" will read the question. When the reader selects the desired color, the box opens and turns yellow. If

he chooses the wrong option, the cell will not open, that is, it will remain numbered. The "builder" encourages him for each correct answer, and makes a gesture of "sorry" for the incorrect answer. When you find the right match, the cells that are opened are the "bricks" that are placed to build the pyramid. When all cells (bricks) are opened, the pyramid turns yellow and is considered built. There may be cases where the user can guess the answer by pressing the cursor repeatedly on the question he could not find. It is necessary to further improve the game technology, and if the student does not find it in one attempt, another question will appear in the second attempt. In this case, the student will avoid the cases of hastily and roughly pressing the blocks to build a quick pyramid. If he does not stop reading the question carefully, he may lose time. Another important point is that a certain time should be set. And with this, it is appropriate to place the responsibility of the "builder" (that is, the computer) on who is the winner and who is evaluated. Each question should be timed from 30 seconds to 10 minutes. 10 minutes pyramid of kuryl, the game will stop. Carrying out this game technology within a strict framework requires the student to come to the lesson thoroughly prepared, quickly make a clear decision, not to be distracted, to be firm in one's opinion, to show oneself, and to strive for victory. For the construction of the pyramid, you can use the test and various tasks in the song.

For example:

1. Identify the list of correctly spelled words from the orthographic aspect.

A) specific, ability B) memory, patient

C) uddaburon, maddoh D) times, prosperity

2. The determining verb can be directly connected with all parts of the sentence except the participle. Mark the correct answer about this idea.

A) right B) incorrect

3. Is the verb "to hire" spelled correctly?

A) true B) false

4. Topping Khayol Suzi Manodoshin .

A) thought ( from ) B) thought ( f'l )

5. Topping the given line of words .

A) can't produce B )

C) bring D) Orta Chirchik



When a question appears on the screen, it is possible to add the voice version of the question, to encourage when the correct answer is selected, and to add symbols (smileys) indicating disappointment when the incorrect answer is selected.

It is advisable to use such games for homework, revision lessons and extracurricular activities. The game can be played both with a team and without a team, the goal is to find the correct answer to the questions. When using multimedia tools, it is necessary to correctly select and sort materials, and when creating multimedia technologies, the student's creativity, age, psychology, interests, and level should be taken into account. Otherwise, all the research work is in vain.

We believe that it is necessary to create and implement such linguist game programs instead of various computer games that "tamed" school-aged children, have a negative effect on their education, and "zombify" them every day.

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