



ADVANTAGES OF ORGANIZING LESSONS IN PRIMARY EDUCATION BASED ON INNOVATIVE TECHNOLOGIES

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Abstract: *This article highlights the methods and advantages of organizing lessons in primary education using innovative educational technologies and game-based learning to achieve greater effectiveness.*

Keywords: *4-K model, collaboration, creativity, communication, critical thinking, game-based learning, "Mood Check," "Object Recall," "Complete the Sentence" methods*

Our President, Sh.M. Mirziyoyev, emphasized the importance of education in his statement: "We will mobilize all the resources and opportunities of our state and society so that our youth develop as independent thinkers, possess high intellectual and moral potential, and become individuals who will not lag behind their peers in any field globally, achieving happiness." This focus has encouraged the competitive development of modern and innovative technologies.

In particular, the adoption of Presidential Decree No. PQ-4884 on November 6, 2020, "On Additional Measures to Further Improve the Education System", and the corresponding changes to the State Education Standards clearly reflect this commitment.

Today, one of the primary tasks for educators is to create, gain experience, and share innovations in education. The new conditions in the education system require teachers to find new ways of presenting

information, develop new technologies, and adopt creative and effective teaching methods.

Twenty years ago, no one had heard of professions such as IT specialist, programmer, manager, broker, or mobile application developer. Predicting what the labor market will demand in the next few years is difficult, but it will undoubtedly change. Even roles such as accountant, librarian, and analyst are gradually being automated. Employers prioritize skills that cannot be replaced by algorithms.

In 2016, Klaus Schwab, president of the World Economic Forum (WEF), announced at Davos that the Fourth Industrial Revolution had begun. This indicates that in the near future, robots and artificial intelligence (AI) will perform most human tasks. To prevent people from becoming dependent on robots and AI, the following skills must be developed:

Complex problem-solving

Critical thinking

Creative thinking

People management

Teamwork

Recognizing and managing emotions of oneself and others

Judgment formation and decision-making

Customer focus

Negotiation

Ability to switch quickly between tasks

The “New Generation” textbooks are designed to effectively prepare specialists who can apply their knowledge in society, adapt to rapidly

changing information-driven markets, and develop the above skills in a concise format called the 4-K model:

Collaboration: Textbooks are designed to develop students' ability to work in teams, promoting cooperation, effective idea exchange, and mutual support.

Communication: Students learn to express their ideas clearly, listen to and understand others, and use language tools effectively in conveying information.

Creativity: Students develop innovative solutions, apply new approaches to achieve goals, and enhance problem-solving skills.

Critical Thinking: This methodology helps students evaluate information critically, form their own opinions, and develop analytical skills.

Today, traditional lessons alone cannot engage students. Lessons must be unconventional—not merely lectures at the blackboard or checking homework, but practical activities and game-based lessons aimed at developing students' thinking and directing them toward specific goals.

Advantages of Using Games in Primary Education:

1. Enhances perception and attention: Games stimulate children's perception, strengthen their focus, and exercise their brains.
2. Builds determination and motivation: Active participation in class games encourages persistence and engagement in learning.
3. Supports language and communication development: Games encourage children to understand and interact with new concepts.
4. Improves problem-solving skills: Classroom games help students develop strategies to address challenges.

5. Teaches responsibility and collaboration: Students learn to work individually and in groups.

6. Boosts confidence and self-esteem: Studies show that incorporating games into lessons enhances students' pride and emotional engagement.

Games also allow students to participate in multiple activities, fostering original ideas and creative self-expression. They help students adapt to new environments and learn from mistakes, making classroom games a microcosm of real-life learning.

Examples of Game-Based Methods:

“Object Recall” Method: An engaging way to introduce new topics in natural sciences. Place at least 15 different objects on a table, allow students to study them for a set time, then cover them. Students must recall details and explain the objects' uses. The student who remembers the most information wins.

“Complete the Sentence” Method: This game teaches memorization and attention skills. On the board, write a sentence with a blank space, e.g., “I am going on vacation and I will take...”. The first student adds an item, and subsequent students repeat all previous items before adding their own. Students who cannot recall all items are eliminated. The game continues until one student remains.

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