

## The Importance of Didactic Games in Developing Reading Skills of Primary School Students

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**Abstract:** In education, using didactic games helps to develop students' reading skills and facilitates the process of acquiring new knowledge in an engaging and effective manner. This article discusses the significance of didactic games in developing reading skills of primary school students and the approaches that should be used to conduct reading lessons with them.

**Keywords:** Didactic games, primary school, reading skills, pedagogical technologies, motivation, educational process.

Currently, in our country, various pedagogical technologies are being used in the educational process with the aim of improving the quality of education and promoting it widely. This means approaching the teaching process with new innovations. This approach aims to make the lesson process more comprehensive and meaningful while increasing students' interest. In teaching primary school students, the use of information and communication technologies and pedagogical technologies is intended to enhance students' knowledge, expand their worldview, and enable them to learn the lesson quickly and easily. In primary education, developing students' reading skills is crucial not only for imparting knowledge but also for broadening their worldview and preparing them for social activities.

Reading is not just a process of understanding a text; it is a process that develops the student's ability to think, analyze, communicate, and express their thoughts freely. However, acquiring reading skills can sometimes be complex and boring for primary school students. Therefore, various methods are used in the educational process to increase students' interest in reading and effectively develop their reading skills. One of these methods is didactic games.

Didactic games help students not only to learn reading but also to engage with it joyfully. These games encourage students to actively participate in the reading process and test their knowledge in practice. Furthermore, they help to spark



students' interest in reading and can become an effective tool in strengthening their reading skills.

**Didactic Games** are specially designed games used in the educational process to enhance students' knowledge, develop their skills, and increase their motivation for learning. The main purpose of these games is to encourage students to actively participate, assist them in applying the learned material in practice, and create conditions for students to feel free and comfortable. In the process of playing, students not only acquire new knowledge but also complete their educational activities in an interesting and meaningful way. Didactic games play an important role not only in increasing knowledge but also in developing students' social and emotional skills. They teach students to work in groups, exchange ideas, as well as to foster mutual respect and understanding. Such games increase students' interest in the learning process and actively engage them in reading.

#### **Types of Didactic Games:**

1. **Cognitive (Knowledge-based) Games** These types of games help students acquire new knowledge and understand the topic more deeply. Through cognitive games, students develop not only reading skills but also analytical thinking, making logical conclusions, and decision-making skills. For example, games such as text analysis, answering questions correctly, and exchanging ideas about the topic can serve as examples of cognitive games.

2. **Motor (Activity-oriented) Games** These games focus on developing students' physical activity, helping them form skills such as movement, making quick decisions, and managing motion and time. Examples of motor games include activities that require quickly identifying letters or words, physical games, or exercises that incorporate physical activity during the reading process.

3. **Emotional (Creative and Motivational) Games** Emotional games help improve students' emotional state while also fostering their creative abilities. These games encourage students to engage in creative activities, come up with new ideas, and express their emotions. Examples of such games include activities where students create short stories based on a text they have read or draw pictures related to the content.

The types of didactic games mentioned above make the reading process more interesting and effective through games, increasing the success of primary school students in reading. Games, in turn, also contribute to the development of students'

social and emotional skills. Students learn to work in groups, help each other, and exchange ideas. This fosters mutual respect and the development of teamwork skills. The role of teachers in applying didactic games in the reading process is extremely important. Teachers must select and organize didactic games in a way that aligns with the lesson process. For instance, various forms of games can be applied in teaching students letters and words. Such games increase students' interest, activate them, and make it easier for them to master the basic reading skills. Additionally, students are engaged in games that help them correct their mistakes while reading texts, analyze them, and improve their comprehension. Didactic games increase students' interest in developing reading skills and make the learning process more enjoyable and effective. For example, the use of didactic games in teaching students letters and words helps them to remember these concepts quickly. Through games, students actively participate in improving their pronunciation of words, reading texts correctly, and understanding them. Students can be taught to analyze the meaning of texts, express their ideas, and share their thoughts through games. For example, games where students rephrase or dramatize the content of the text help reinforce reading and comprehension.

Didactic games not only develop students' reading skills but also enhance their creative and analytical thinking. Games offer students opportunities to analyze texts, find solutions to various challenges, and come up with creative ideas. For example, games that encourage students to rewrite a text or describe a read event from a different perspective promote creative thinking. Additionally, games that encourage students to work in groups and analyze texts help develop team thinking and communication skills. During the game process, students actively participate in sharing their thoughts, establishing relationships with others, and generating new ideas.

In conclusion, didactic games are an extremely effective tool in developing the reading skills of primary school students. They increase students' interest in reading, help reinforce knowledge, and develop analytical and creative thinking. Games not only develop reading skills but also improve students' social and emotional competencies. Teachers can make lessons more meaningful and engaging by using didactic games to involve students in reading. Successfully selecting and applying games in alignment with the lesson process increases students' success in reading and fosters their curiosity for knowledge.



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