

USING OF GAMES IN THE CLASSROOM

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***Annotation.** This article reflects on how the use of various innovative methods and games in teaching foreign languages increases the quality of education and serves for the student to master the upper gorge.*

***Keywords:** modern society, learning foreign languages, creative approach, quality education, arousal of interest, Team games, communicative games.*

While living in today's modern and Information Communication-developed society, knowledge of a foreign language is absolutely necessary. Because in order to learn an information that is happening in the world, to analyze it and express an opinion on it, it is necessary to know that language perfectly. Therefore, creating the necessary conditions in our country for young people to learn foreign languages perfectly has become a priority issue than ever before.

At the same time, the original purpose of teaching a foreign language is comprehensive practice, upbringing, cultural promotion and development. Therefore, the adoption of the PQ-2021son decision "on measures to bring the activity of popularization of foreign language learning to a qualitatively new level in the Republic of Uzbekistan" by our president is also a clear evidence of our opinion. This decision serves as an important factor in creating and improving conditions in all educational institutions where further teaching of foreign languages is necessary.

Educational institutions have every opportunity to teach foreign languages. Teachers are also required to have a high level of knowledge and skills in order for

students to Receive Quality Education, Learn Languages easily and conveniently. Their particular style and creative approach to each lesson, their use of different techniques, are also important. In the path of this painstaking knowledge, they are greatly helped by the use of various games.

All games played in the classroom are divided into several groups, each with its own characteristics, aimed at solving specific pedagogical problems, serving students to master classes well.

Didactic games play an important role in many cases as games aimed at the mental development of children. They can approach and interest training at the most level. It is important that such games are not only instructive, but also arouse the interest of children, make them happy. Only in this case they justify their purpose as a means of training and upbringing. In the didactic game, educational, cognitive tasks are interrelated with game tasks.

Oral games, on the other hand, are of great importance in the development of children's speech. In addition, such games develop logical thinking, attention, help to form the ability to analyze and compare, draw conclusions.

Participation in an open game allows you to change the type of activity, helps to relieve tension in the muscles. A properly built game can also perform educational functions during the game, when children learn something, learn something new.

In team games, students must be done in a way that helps them become inactive – active, undisciplined – organized, help children, something that compromises themselves-return lost control, help beginners, children, avoid the children's team. - prove themselves, make friends with everyone. Care must be taken so that arrogance does not appear in the game, the strength of team roles does not exceed secondary roles.

Games belonging to this type are aimed at developing children's skills to communicate, communicate, engage in communication, and serve to unite the team, create a favorable environment for all its members. One should not think that communicative games are recommended to be used only at the beginning of

the year, when a children's team is organized. They can be useful for engaging closed, non-communicative children to help them get into a community that is in demand for a long time.

Acquiring knowledge, learning a language is a very laborious way. The teacher is the guide to the student along the way. It will be easy and understandable to the reader if he approaches his work with affection, passion, responsibility, creative vision. The use of such games, especially in the process of learning foreign languages, can be a reason for the student's high level of understanding and mastering the lessons.

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