

ROLE OF ACTIVITIES IN TEACHING YOUNG LEARNERS.

Jurayeva Shaxnoza Saxibjanova, teacher

Fergana State university

Ergasheva Dilyora Abdunabijanovna, student

Fergana State University in English and literature

***Annotatsiya:** Ushbu maqolada boshlang'ich maktab darklarida texnologiya faoliyatini o'rganish kiradi. Kichkina bolalar juda emotsional va faol bo'lganligi sababli, ularning diqqati ixtiyoriy va beqaror xatti-harakatlar bilan tavsiflanadi. Shunday ekan, o'qituvchining eng muhim vazifalaridan biri bu bolalar bilan do'stona muhit yaratish, bolalarga chet tilini o'rgatish va bu fanni yanada qiziqarli va sevimli qilishdir. Chet tilini o'rgatish texnologiyasiga alohida e'tibor qaratilmoqda.*

***Kalit so'zlar:** Noan'anaviy o'qitish, faoliyat, faoliyat turlari*

***Аннотация:** Данная статья знакомит с изучением технологии деятельности на уроках в начальной школе. Поскольку маленькие дети очень эмоциональны и активны, их внимание характеризуется произвольным и неустойчивым поведением. Поэтому одна из важнейших задач учителя – создать дружескую атмосферу с детьми, научить детей иностранному языку и сделать этот предмет более интересным и любимым. Особое внимание уделяется технологии обучения иностранному языку.*

***Ключевые слова:** Нетрадиционное обучение, деятельность, виды деятельности*

***Annotation:** This article introduces the study of technology activities in lessons in primary school. Because young children are very emotional and active, their attention is characterized by involuntary and unstable behavior. Therefore, one of the most important tasks of a teacher is to create a friendly atmosphere with children, teach children a foreign language and make this subject more interesting and loved. Particular attention is paid to teaching foreign language technology activities.*

***Key words:** Non-traditional teaching, activity, types of activities and examples.*

Non-traditional teaching methods are effective means of creating and maintaining interest in learning. Non-traditional teaching methods can be used in a variety of fields, including education, science, medicine, art and technology. These include role-playing games and dramatization techniques. The issue of motivation is considered important in teaching a foreign language. The word "motivation" is inextricably linked with the word "interest". K. D. Ushinsky wrote: "For a child, play is reality, and reality is much more interesting than the one that surrounds him. It is more interesting for a child precisely because it is partly his own creation." Young learners have unique needs and abilities when it comes to education. They are often more engaged and learn better through hands-on experiences and interactive activities. Activities play a crucial role in teaching young learners as they provide a fun and engaging way for them to learn and practice new skills. Here are some important roles that activities play in teaching young learners.

1. **Enhancing engagement:** Activities help to capture and maintain the attention of young learners. They make the learning process more enjoyable and exciting, which in turn motivates learners to actively participate in the lesson. When learners are engaged, they are more likely to be actively involved in the learning process and retain information better.

2. **Promoting active learning:** Activities encourage young learners to actively participate and interact with the lesson material. Through hands-on experiences, learners can explore and manipulate objects, practice skills, and apply their knowledge. Active learning is known to be more effective in helping young learners retain information and develop a deeper understanding of concepts.

3. **Reinforcing comprehension:** Activities provide an opportunity for young learners to put into practice what they have learned. By applying learned concepts in a real-life context, learners develop a better understanding of the material. Activities also help to reinforce concepts, as learners engage in repeated practice and application.

4. **Fostering social interaction:** Many activities in the classroom require collaboration and teamwork. By working together on activities, young learners

develop their social skills such as communication, cooperation, and problem-solving. These activities also create a positive and supportive classroom environment where learners can learn from and with each other.

In this article we will review at several activities with examples for teaching a foreign language for elementary grades.

Warm-up activities are exercises or movements performed before engaging in a more intense physical activity. These activities are designed to prepare the body for exercise by increasing heart rate, warming up muscles, and improving range of motion. Warm-up activities typically include light cardio exercises such as jogging, jumping jacks, or cycling, as well as dynamic stretches targeting different muscle groups. The purpose of a warm-up is to reduce the risk of injury and enhance performance during the main activity.

Word Association Game

1. Start by saying a word (e.g., apple).
2. The next person has to say a word that is associated with the previous word
3. Keep going, with each person saying a word related to the previous word.
4. If someone takes too long or says a word that doesn't make sense, they are out of the game.
5. Continue playing until there is only one person le.
6. Example: Player 1: Apple

Player 2: Fruit

Player 3: Banana

Player 4: Yellow

Player 5: Sunshine

Player 6: Beach

Player 7: Ocean

Player 8: Waves

Player 9: Surfer

And so on, until there is only one player remaining. An energizer activity is a short, interactive exercise or game that is designed to

increase energy levels and engage participants in a group setting. These activities are typically used in meetings, workshops, training sessions, or conferences to break up long periods of sitting or to re-energize participants during a session. Energizer activities can be physical, mental, or a combination of both, and are intended to promote team building, creativity, or simply to lighten the mood. Examples of energizer activities include icebreakers, team-building games, brain teasers, or movement-based exercises.

Title: Human Knot

Objective: To encourage teamwork and communication skills.

Instructions:

1. Divide the group into smaller teams of 5-7 people.
2. Have each team stand in a circle, facing inward, and ask them to extend their hands towards the center.
3. Instruct everyone to grab a random person's hand with each of their hands, but they cannot hold the hand of someone standing next to them.
4. Now, explain to the group that they have to work together to untangle themselves without letting go of each other's hands.
5. Emphasize that there should be no letting go of hands throughout the activity.
6. Allow the teams to start untangling themselves, reminding them to communicate and work together to find the most optimal way to unravel the knot.
7. Once a team has successfully untangled their knot and is standing in a circle without any crossed arms, they can raise their hands and shout out "Energized!"
8. Continue the activity until all teams have successfully completed the task.

Debriefing:

After the activity, gather the group for a debriefing discussion to reflect on the experience. Some possible questions to ask include:

1. What strategies did you use to untangle the knot?
2. How did you communicate with each other during the activity?
3. Were there any challenges you encountered during the activity? How did you overcome them?
4. How did the activity promote teamwork and communication skills?
5. How can the lessons learned from this activity be applied to real-life situations?

Note: Make sure to emphasize the importance of clear communication and active listening throughout the activity and debriefing session.

Reference:

1. Bim, I. L. Methods of teaching foreign languages as a science and problems of the school textbook / I. L. Bim. - M.: Russian language, 1977. - 256 p.
2. Galskova, N. D., Gez, N. I. Theory of teaching foreign languages. Lingvodidactics and methodology / N. D. Galskova, N. I. Gez - M.: Publishing Center "Academy", 2005. - 336 p.
3. Murtuzova M.M. Teaching of English language in junior classes in multinational schools of Daghestan. - Makhachkala, 2005.
4. Khaidarov, Zh. S., Pidkasisty P. I. Game technology in training and development / V. M. Filatov, P. I. Pidkasisty - M., 1996. - 272 p