



APPLICATION OF MODERN METHODS AND APPROACHES TO TEACHING

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Abstract:

This article examines key modern teaching methods and their role in improving the quality of education.

Keywords: Project-based learning, gamification, role-playing games, flipped classroom, case method, interactive methods.

Introduction

The modern education system strives not only to transfer knowledge, but also to develop the skills needed in a rapidly changing world. For this purpose, innovative methods and approaches are used that promote active involvement of students in the learning process, the formation of critical thinking and the development of creative potential.

Project-based learning is a method of educational activity in which students carry out practice-oriented projects. The purpose of this approach is to develop students' skills in independent information search, critical thinking, teamwork and the application of knowledge in practice. Projects are often related to real tasks or problems, which makes learning more motivating and useful.

Examples: Research of cultural monuments

Students collect information about cultural monuments of the city, record interviews with local residents, create a video.

Interactive exhibition about language.

Students prepare stands, interactive tasks and quizzes on a topic, for example, "Russian dialects" or "History of phraseological units".

Gaming technologies in education are the use of game elements, game forms and mechanics in the educational process to increase motivation, engagement and effectiveness of learning. These technologies make learning interesting and



emotionally rich, helping students better absorb the material and actively interact with it.

Role-playing games Students play roles in simulated situations. For example, in a Russian language lesson they "open a restaurant" by communicating with "visitors" in the language they are learning.

Quizzes

Conducting intellectual games with questions on the topics covered.

Example: "Your Own Game" on literature or Russian language with points for correct answers.

Example of questions on the topic "Cases of the Russian language":

In what case is the word "cat" put in the sentence "I see a cat"?

- a) Nominative
- b) Genitive
- c) Accusative
- d) Dative

Make a sentence with a noun in the instrumental case.

What does the case "prepositional" mean?

Educational board games

Development or use of ready-made games for studying subjects.

Example: The game "Erudite" to expand vocabulary.

The game "Erudite" is an intellectual game in which participants use their knowledge to make words from letters located on the playing field. It helps to develop attention, memory and expand vocabulary. There may be different versions of the game, but the main goal is to find as many words as possible from the given letters. Players are given sets of letters (usually 7 letters per person), which they can use to make words. Players must make words by connecting letters horizontally and vertically. Words can be nouns, verbs, adjectives, etc., depending on the rules of a particular version of the game. The winner is the one who has scored the most points.

The game "Erudite" is great for expanding vocabulary, improving literacy and training logical thinking.

Gaming technologies can be adapted to any subject and age, making the learning process more interesting and effective!



Flipped classroom (flipped classroom). In this model, students study new material on their own (at home), and class time is used for discussion, deepening understanding and practice. Example of a flipped classroom process:

At home:

Students watch a 10-15 minute video about a new grammar rule. Study examples in an interactive presentation. Take a quiz to check for understanding of key points.

In class:

Teacher explains difficult points identified in the home quiz. Students work in groups on exercises. Solve practical tasks or play educational games to consolidate the material.

The flipped classroom makes the learning process more flexible and focused on the needs of students, creating conditions for deep understanding of the material and active interaction

Modern methods and approaches to teaching make the educational process more effective, interesting and relevant. They are aimed at developing a personality capable of critical thinking, solving problems and adapting to changes. However, their successful implementation requires teacher training, technical support and flexibility in approaches to organizing training.

Modern education is a continuous process in which students and teachers together master new horizons of knowledge.

The use of modern methods and approaches to teaching plays a key role in ensuring effective and deep acquisition of knowledge. The use of interactive technologies, differentiated approach, multimedia resources and game methods allows creating conditions for active involvement of students in the process, which contributes to the development of critical thinking and practical skills. Such methods teach not only theoretical knowledge, but also help develop students' skills in independently searching for information, working in a group and using modern technologies.

In addition, it is important to take into account the individual characteristics of students, their interests and needs, which helps to increase motivation and facilitate the assimilation of the material. Modern approaches also make it possible to increase the accessibility of education, make it more flexible and adapted to a rapidly changing world. The introduction of innovative methods in the educational process helps to train specialists who can work effectively in the conditions of the



modern economy and solve problems related to the sustainable development of society.

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