

The Content of Forming Speaking Competencies of Primary Class Students on The Base of Innovative Technologies

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Abstract: In primary classes, especially in the 1st grade students, it is desirable to systematically carry out the formation of speech competences with various methods and tools. It is an important task to make every student a literate, fluent speaker and free thinker. It takes a lot of work and time. Innovative technologies, traditional and non-traditional educational methods, educational tools, ICT tools help us in this

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In primary classes, especially in the 1st grade students, it is desirable to systematically carry out the formation of speech competences with various methods and tools. It is an important task to make every student a literate, fluent speaker and free thinker. It takes a lot of work and time. **Innovative technologies, traditional and non-traditional educational methods, educational tools, ICT tools** help us in this .

The Greek translation of the word "**Method**" means "**study, method, way to achieve a goal.**" In the dictionary of philosophy, this concept is generally interpreted as "**methods of achieving the goal**".

Nowadays, we can see that there are many and diverse types of definitions given to the concept of "educational method" in pedagogical sources. Let's get acquainted with some of them below. Nowadays, the definitions of educational methods are many and varied. "Educational method is a system of actions with a certain content that ensures the achievement of a specified goal" (Pl..Podlasiy). One of the important requirements for the organization of modern education today is to acquire theoretical knowledge in a short period of time without spending too much time, mental and physical effort. It will be necessary to arm students, to create skills and competencies in them in relation to a certain situation or activity, as well as to control their activities, to assess the level of knowledge, skills and competencies acquired by students. These tasks require high pedagogical skills and a new approach to the educational process from the teacher. Every pedagogue should creatively organize the education and training process based on his own abilities, potential, and professional skills. the goal of innovative technologies is always the same, unchanging.

Traditional (passive, inactive) learning methods include:

- I. Oral teaching methods:
 - a) story;
 - b) conversation;
 - c) explanation;
 - d) exposure;
 - e) discussion (question and answer).

II. Visual teaching methods:

- a) demonstration;
- b) image (illustration).

III. Practical training methods:

- a) exercise;
- b) laboratory;
- c) practical work.

Of course, the purpose of the chosen methods and tools is to develop students in all aspects. In addition to teaching methods, forms of teaching aids also help us in the formation of students' speech. They include:

- teaching aids;
- educational and technical means;
- graphic organizers of teaching (graphic organizers).

In the educational process, educational tools are recognized as one of the important elements that ensure the effectiveness of education. Educational tools include: technical and information devices (overhead projector, kinescope, equipment, radio, television, computer, audio and video recorders), laboratory equipment (tubes, test tubes, chemical reagents, microscope), maps, models, diagrams, posters, pictures, drawings, etc. are used.

The importance of oral exercises in increasing the richness of speech, forming speaking skills and learning foreign languages is incomparable.

A story is one of the oldest educational methods, which is still actively used by teachers, and is a sequence of events, events and facts related to the subject being told, coherently integrated or divided into parts. to be spoken expressively, figuratively. The teacher should approach the words in their place, expressively, taking into account the abilities of the students. In addition, it is necessary for the student to have basic knowledge about the material being told about in general. And the story should complement and expand this knowledge. If the story is enriched with interesting information and interesting sources, it will increase its importance. In particular, the 1st grade native language and reading literacy textbook contains an audio text of a short story about the history of books on the topic "My first book". After listening to this short audio text, the reader needs to fill in and enrich the information by narrating in addition to the audio text. Before starting the story, the teacher should involve the students in the topic by asking them questions, that is, they should arouse interest. These questions can be as follows.

1. Why does a person travel to another world when reading a book?
2. Have you been happy or sad when you read a book? What were you happy about? Why are you upset?
3. What are ancient books made of?
4. What are the current books made of?
5. Which of the pictures is a clay book, which is a bamboo book, and which is a stone book?
- 6 Write in which country these types of books are used.

After short and varied answers, the teacher can start the story by summarizing the ideas. The story should be shorter (5-10 minutes), but at the same time, it should create excitement and interest in the subject.

Conversation - this method is also considered a very old method, it is conducted in the form of questions and answers, that is, dialogic education method. The reason why this method is called ancient is that the great Greek philosopher Socrates also used this method effectively. Although the conversation method looks very simple, it also performs a number of tasks. For example, it increases the ability of mental thinking, develops responsiveness, and also develops the culture of openness and communication. The students who are better than these are more active. During the interview, questions are asked sequentially, a certain thought, idea is reached, as a result, it allows to acquire new knowledge step by step.

Explanation - this method reveals more difficult theoretical issues and complications. In order to achieve a high result in explanation, the role of exhibitions is incomparable, we use them in the process of acquiring new knowledge. In this case, we will summarize, prove or analyze the content

of the information given in the textbook. The method is popular in relation to the story, because we use it to learn theoretical materials and complex issues.

The lecture is one of the oldest methods, which requires the presentation of a large amount of information orally. This method, like other methods, has several features. Systematic, consistent, sequence of the information being told to them, there is a lot of transmitted information, a strict logical sequence, that is, all the information is complex, and certain information is stored in the memory. . It is rarely used in school education. The lecture method can also be a complex form of the interview method.

Non-traditional educational methods or interactive methods are solving an activity or problem in mutual communication, in the course of thinking in mutual discussion, together. The advantage of this method is that the whole activity prepares learners for independent life by teaching them to think independently. When using these methods, it is necessary for the educational institution to provide the conditions used in the lesson. When choosing interactive methods of teaching, the purpose of education, the number and opportunities of students, the educational and material conditions of the educational institution, the duration of education, the pedagogical skills of the teacher, etc. are taken into account. Interactive methods mean methods that activate learners and encourage them to think independently, with the learner at the center of the educational process. When these methods are used, the teacher encourages active participation of the learner. The learner is involved throughout the process.

Thus, the use of interactive methods in the process of teaching subjects has its own characteristics. Careful study and practical application of each interactive method used in educational practice expands the thinking of students and has a positive effect on finding the right solution to the problem. Increases creativity and activity of students. When various theoretical and practical problems are analyzed through interactive methods, the expansion and deepening of the knowledge, skills, and abilities of students is achieved. Currently, the most popular interactive educational methods are:

Interactive methods : "Case-study" (or "Study cases"), "Blist-survey", "Modeling", "Creative work", "Problematic education" and others.

Interactive educational strategies: "Brainstorming", "Boomerang", "Gallery", "Zig-zag", "Zinama-zina", "Muzyorar", "Rotastia", "Snowball", etc. In separating interactive educational strategies from the composition of interactive educational methods, the approach to organizing group work is in a certain sense based on a strategic approach, comparison. In fact, these strategies are more related to interactive learning methods, and there are no other differences between them.

Action and role-playing games. At the same time, special attention is paid to the effective use of role-playing and business games in the organization of education. Due to the fact that during the game, not a productive, but a processual activity is performed, students can naturally demonstrate their relationship to the environment based on the creation of visual situations. Playful activities help to increase their creative abilities and develop their thinking. Role-playing and business games play a special role in turning students' theoretical knowledge into practical skills and abilities, creating educational activity in them, and involving them in the process of social relations. Many topics can be role-played in the 1st grade mother tongue and reading literacy textbook. It is considered to be a very effective method and ensures children's behavior, fluency and accessibility. An example of this is the exercises in the "Numbers" section of the 1st grade. The fairy tales "Quvlashmachok", "Kochov", "Bekinmachok" or "The moon was stolen" can be mentioned among them. Game technologies help to ensure educational efficiency, create activity among students, form knowledge, skills, abilities, reduce time, and accelerate education. The psychological characteristics manifested during the game allow each student to demonstrate their personal capabilities, stabilize their place in social life, and develop self-management skills. Game technologies not only strengthen theoretical knowledge and ensure the transformation of practical skills into skills, but also educate certain moral and willful qualities in students. In education, attention is focused on the issue of teaching the student to think, to understand the opinion of others and to be able to express this opinion in oral and written form. takes place. The way of life, cultural creativity of the nation is studied on the basis of its rich historical heritage. In education,

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