

USE VARIOUS GAME METHODS TO INCREASE STUDENTS' INTEREST IN THE FINE ARTS

Yurdanidze Mekhrali Khalisovich

Associate Professor Department "Fine Art and Musical Education"

Andijan State Pedagogical Institute

yurdanidze78@mail.com

ABSTRACT

The article discusses the wide possibilities of interactive technologies for distance learning in the educational process, the use of which allows achieving effective results in achieving the goal in fine arts lessons. Applied technologies contribute to the formation of students' visual reflection, inner vision, and thinking skills. We will dwell in more detail on the use of ball technology in fine arts lessons. The use of this innovation in fine arts lessons using ball technology forms and develops complex thinking, the ability to analyze, establish connections and create new ideas, and see the whole picture.

Keywords: Pedagogical technology, fine arts, watercolor, gouache, ball.

INTRODUCTION

The role of teachers in the development of students as well-rounded individuals is invaluable. Today's teacher should not only use textbooks, but also, if possible, create small discoveries for each lesson, because in this modern era, it is difficult to give knowledge to a child with active attention during a 45-minute lesson, so teaching children through various exhibitions and games allows them to develop their speech, expand their thinking, and develop their creative imagination. The most important thing is that great efficiency is achieved in the lesson. It develops in perception of the subject, in reading, and in work. The ability to think also expands in children's games. And the idea appears only when a person sets a problem or task, even the simplest one. Much in this depends on the intelligence of a person, his intellectual abilities.

One of the main requirements of modern pedagogical technology is to develop students' independent thinking skills and interest in subjects, using games that are diverse, meaningful, and that convey the essence of the lesson in each lesson, transforming students from boring listeners into active participants.

The new pedagogical method, changing the forms and methods of teaching lessons, makes them diverse, making both the teacher and the student an active participant in the learning process. A society that strives to keep up with the modern level of development needs, first of all, an independent thinker who can creatively approach the work of creating something new based on the knowledge he has acquired. The subject of fine arts is not only important in the aesthetic education of young people, but also plays a significant role in moral education. In particular, fine arts lessons have great power in forming the ideology of national pride and national independence in young people, in educating patriotism and in forming the ideas of mutual assistance.

Therefore, first of all, the teacher himself must have perfect and accurate knowledge of this subject. The teacher must be able to interest the student in the lesson, based on his own

abilities and ideas. To interest the student, it is necessary to explain the fundamental essence of fine arts and the place it occupies in his life. Then it is appropriate to tell the student about the types of fine arts, and then show the students the finished state of paintings belonging to these types of art, and then the stages of drawing.



The purpose of using such pictures is to create a picture that is both interesting and interesting to children in all aspects. This picture uses both composition and drawing techniques, in which the first step is to first explain the correct placement of black pencil on paper. Then, the painting methods according to the types of paints should be explained and taught, that is, in watercolor from light to dark, and in gouache from dark to light. These ideas should be clearly demonstrated and explained, and finally, the importance of correcting errors in incomplete elements and completing the process is explained.

One of the ways to make the lesson interesting is through games. Another example of this is the technological game "KOPTOK". The Koptok game differs from other games in that it develops both practical and theoretical skills, speech development, and progressive feelings of students very well. The procedure for playing this game requires that one of every four lessons be played using Koptor technology. In each lesson, students are given theoretical information. For example, it is necessary to say and demonstrate similar terms such as triangle, square, composition, and drapery. Then, he retrieves the information from the student in a practical and theoretical way through the Koptok game. In this game, the teacher tells the students the

name of one of the terms he taught, for example, he passes the ball as a triangle, and the student who receives the ball must be able to understand its full meaning, that is, a triangle is formed by connecting 3 points that do not lie on the same plane, and he must be able to demonstrate this rule in practice, that is, by drawing it on the board. In this way, the game continues. In this game, the student learns to express his opinion in any situation, to correctly and rationally deal with the situation, to express his speech fully and fluently, and to apply the knowledge he has gained in practice.

The teacher must be able to observe works of fine art from different eras and peoples and have the methods to share the secrets of understanding them with young people. Fine art is one of the important and reliable means of shaping a person, in order to use this opportunity in each lesson, it is necessary to use new styles and possible methods and instill the skills to apply them in practice. In line with the demands of the time, conducting lessons with non-traditional lesson plans. Learning new technologies specific to world standards and acquiring the skills to apply them in the lesson will make a great contribution to the further development of fine art lessons.

References

1. Fundamentals of fine arts. R. Khasanov. Publishing house named after Gofur Gulom Tashkent 2009
2. Art of Uzbekistan. . D. Pulatov. (Textbook) "Namangan" publishing house, 2018
3. Pencil drawing. B. Boymetov "MUSIQA" publishing house TASHKENT 2006
4. Drawing and painting. Yu. M. Kirzer. High school 2005
5. 5.Methodology of teaching fine arts at school. R. Khasanov. "FanNashriyoti" 2004
6. Color drawing (Still life in watercolor) textbook Tashkent 2019
7. Bakhtiyorovich, Ismonov Khurshidbek, and Ruziyev Nuriddin Mukhammadaliyevich. "Pairing, Their Own Aspects and Corresponding Methods of Work with Pairing in the Autocad Software." International Journal on Orange Technologies 3.12 (2021): 211-216.
8. qizi Abduraimova, Muazzamoy Abduqodir. "PERSPEKTIVA." INTERNATIONAL CONFERENCES. Vol. 1. No. 11. 2022.
9. Xurshidbek, Ismonov, Rustamov Umurzoq, and Abduraimova Muazzamoy. "MARKAZIY VA PARALLEL PROYEKSIYA ORTOGONAL PROYEKSIYALAR VA MODELNI KO 'RINISHLARI." Educational Research in Universal Sciences 1.4 (2022): 70-81.
10. Ismonov, Xurshidbek Baxtiyorovich, and Muazzamoy Abduqodir qizi Abduraimova. "ORTOGONAL PROYEKSIYALAR VA MODELNI KO 'RINISHLARI." Educational Research in Universal Sciences 1.3 (2022): 288-296.
11. Qizi, Abduraimova Muazzamoy Abduqodir. "PROJECTION AND AXONOMETRY."
12. "UMUM TA'LIM MAKTABLARDA CHIZMACHILIK FANINI O'QITISHNING HOZIR HOLATI." Oriental Art and Culture, Vol. 5, No. 6, 2024, pp. 65–69.
13. Khakimjanovch, I. M. A., & Abduqodirovna, A. M. Capabilities OF Computer Graphics. General Information About Graphic Programs. Galaxy International Interdisciplinary Research Journal, 12(11), 114-117.

14. Mirzaev, S. O. Methodology for Organizing Exhibitions AND Creative Activities in Primary Schools. Galaxy International Interdisciplinary Research Journal, 13(12), 150-154.
15. Ismonov, X. B., & Abduraimova, M. A. AUTOCAD DASTURIDA TUTASHMA BILAN ISHLASHNING MAQBUL USULLARI.
16. Ismonov, X., Rustamov, U., & Abduraimova, M. (2022). PERSPEKTIVA. PERSPEKTIV MASSHTABLAR. Science and innovation, 1(C6), 164-171.
17. Olimovich, M. S., Baxtiyorovich, I. X., & Shokirovna, Z. M. (2020). Problems of teaching fine arts and its history. ACADEMICA: AN INTERNATIONAL MULTIDISCIPLINARY RESEARCH JOURNAL Учредители: Diva Enterprises Private Limited, 10(4), 69.
18. Mirzaev, S. O. Methodology for Organizing Exhibitions AND Creative Activities in Primary Schools. Galaxy International Interdisciplinary Research Journal, 13(12), 150-154.
19. ОЛИМОВ, Л., МИРЗАЕВ, С., & ДАРМОНОВ, И. ТАСВИРИЙ САНЪАТ МУТАХАССИСЛИГИ ТАЛАБАЛАРИГА АДСОРБЦИЯ ҲОДИСАСИНИ ЎҚИТИШ. ИЛМИЙ ХАВАРНОМА. НАУЧНЫЙ ВЕСТНИК Учредители: Андижанский государственный университет им. ЗМ Бабура, (3), 111-112.
20. Mirzayev, S. O. TASVIRIY SAN'AT DARSLARINI MAZMUNLI TASHKIL ETISHDA SINFDAN VA MAKTABDAN TASHQARI ISHLAR SAMARADORLIGINI OSHIRISH.