World of Science: Journal on Modern Research Methodologies

Volume 2 Issue 4, Year 2023
ISSN: 2835-3072
https://univerpubl.com/index.php/woscience

The Methodology of Conducting the "Who Is Clever Game" in Primary Classes and its Significance in Developing the Creative Ability and Thinking of Students

Do‘smatova Nilufar Shukurboyevna
Elementary class teacher, School Number 46, Jomboy district, Samarkand region

Article Information

Received: February 05, 2023
Accepted: March 06, 2023
Published: April 07, 2023

Keywords: *Zucco, non-traditional method, methodology, mathematics, creative thinking, intellectual property, gifted student, innovative technologies, pedagogical skills.*

ABSTRACT

This piece explains for the first time the methods, steps, and rules of the author's suggested "Who is clever game" as well as the value of this game in fostering students' originality and critical thinking.

To safeguard and use our nation's riches prudently and to use it for the advancement of our society at the cost of furthering their cerebral potential, educators' primary responsibility is to have a broad variety of thinking, profound knowledge, and skills. It entails teaching knowledgeable young people.

Our Honorable President Shavkat Mirziyoyev stressed in his speech to the Oliy Majlis and the Uzbek people on December 20, 2022, that the only way to further increase our national wealth is to enrich and develop the intellectual property of every member of our society. By 2023, it was proposed to name this year the "Year of attention to people and quality education."

In the beginning, from preschool and primary education, it is essential to elevate the quality of education to a high degree. The instructor must possess strong pedagogical skills, be able to select effective methods for raising educational standards, and use those methods deftly in order to accomplish this objective. The ability of free and inventive thought, collaboration, and communication skills in pupils must be developed if education is to be of higher quality. Additionally, playing a variety of intellect games frequently will have a positive impact on the students' in-depth knowledge while bolstering their drive to learn.

For the first time, the author's suggested "Who's the Smartest Game" approach, game process, and protocols are described in this piece using the "Who's the Smartest Game" for fourth-grade math students as an example. It is discussed how crucial this game is for encouraging students' originality and critical thinking. The "Kim Zukko Game's" major goals are to identify gifted elementary school pupils and to raise their academic aspirations.

We will now familiarize ourselves with the game's approach and technology. One of the unconventional instruction kinds is the "Who is clever game." All students are required to routinely prepare for and participate in the "Who's the smartest game," which the science instructor forewarns them about at the start of the school year, explains the procedure's principles. The science instructor is the one who comes up with the game's queries. The inquiries must relate to the subjects studied in grades 1-4.

It is advised to hold the "Who's the Smartest Game" as a class or as an activity in an after-school group. The game has three stages, the first of which covers two classes in succession. (90 minutes in total). The first boss of the game will be conducted in the first lesson, and the second lesson will feature the game's second and third stages. All phases of the game are played for an hour and a half when it is performed as an extracurricular group event. In both situations, the teacher must properly distribute the time allotted for the game's setup and conclusion, as well as for questions and responses at each phase, in order to completely carry out the game's design. Before the game begins, a committee is chosen in order to ensure fairness. The group is presided over by the science instructor. The judges will declare in advance how many questions will be asked at each step and how much time will be allowed for each one.

Ten pre-selected students will be brought on stage for the game's opening round and will be quizzed. At this point, each student is given a number between 1 and 10, and the student who is ready to respond first moves forward and responds to the query. For each accurate response, participants receive one point.

The teacher instructs all students to pay close attention to the responses of the competitors in the game in order to ensure that all students participate. If any competitor cannot answer the question or provides an erroneous response, the student may, with the teacher's approval, leave the game. They are reminded that they can respond by standing up, and those who do so are graded. To test pupils' knowledge and recall in the first step, very simple questions are given. Here are some examples of stage one queries.:

1. Write 5 using three 5's and action signs
2. How much is the sum of two numbers equal to the first number?
3. Find x in the equation 27-x=20
4. Find x in the equation 4×x=32
5. 700 sm^2 = … dm^2 ?
6. How many sides does a rhombus have?
7. How much more kg is 5 liters of water than 3 liters of water?
8. If a quarter of the tape is equal to 20 cm, what is its total length?
9. Two students played chess for 4 hours, how many hours did each student play chess?
10. Find x in the equation 20÷x=5

The board chairman will declare each player's tally at the conclusion of the first round of the game. 5 competitors who received comparatively few points will not be permitted to move on to the next round.

The steps for responding to user queries will be the same in stages two and three of the game as they were in stage one. In the second level, the participants are presented with tougher mathematical questions, with each right response worth two points. Examples of Step 2 queries are listed below.:

1) When does the quotient equal the divisor?

2) Increase the number 66 by 1.5 times without performing any arithmetic operations.

3) If 2 chickens make 2 eggs in 2 days, how many days can 100 chickens make 100 eggs?

4) Find x in the equation (139-x)÷8=14.

5) There are 60 students in 2 classes. One of them has 2 less students than the other. How many students are there in each class?

The teacher will reveal the participants' point totals at the conclusion of the second step. The remaining 3 gifted students will continue the game in the third level while the two students with poor scores will not advance to the next round.

Students are presented with more challenging and logical queries in the third level. For each accurate response, participants receive three points. Examples of Step 3 queries are given below:

1) After 3 years, Bakhtiyar will be 14 years old. How old was Bakhtiyar 5 years ago?

2) How much more is the largest two-digit number than the smallest two-digit number?

3) There are 2 fathers, 2 mothers, 2 sons and 2 daughters in the family. At least how many people can be in this family?

4) The park is rectangular, 2 km long and 1 km wide. Find the face of the park.

5) A duck is 3 kg lighter than a goose and 2 kg heavier than a chicken. How many kilograms is a goose heavier than a chicken?

The player who has accrued the most points throughout the competition is referred to as "The smartest student."

Lessons will go better if they are taught in classes that are completely furnished with contemporary technological tools and cutting-edge technologies. In these circumstances, each player in the game will receive their own set of labeled keys. The name of the first student who wishes to respond to the teacher's query will immediately appear on the screen when he presses the button, and the teacher will then permit this student to do so.

The "Who's the Smartest Game" is significant because, in order to play, students must routinely study the lesson subjects in-depth throughout the academic year, which increases their interest in science. As a result, the foundation is laid for students to thoroughly understand science, and their innovative thinking and skills grow. The "Who's clever game" is playable in all topic areas in upper classes as well as in elementary school. If the aforementioned suggestions are strictly followed when running the game, it will be more engaging and interesting, make a lasting impact on the students' minds, and increase their desire to learn will increase even more.

If "Who is clever Game" is popularized and held step by step, just like science Olympiads, up to the national scale, we would achieve great progress in raising students' knowledge to a higher level.

The effectiveness of the game of who's who is clever depends on the experience, knowledge, activity and pedagogical skills of the teacher. We are sure that talented students, who are the product of the work of experienced pedagogues, will contribute to the further development of our country in the future.

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