

THE IMPORTANCE OF INNOVATIVE METHODS IN SCIENCE TEACHING

**Abduraxmonov Lazizbek**

*Andijan city, school 13, English teacher*

**Abstract** *This article examines the effectiveness of using the "role-play" method in teaching foreign languages in primary schools. This method helps actively engage students in the learning process and supports the development of their thinking skills. The advantages of interactive learning—such as increasing motivation, improving communication skills, and enhancing critical text perception—are analyzed. The article presents research findings that confirm the method's effectiveness, as well as practical recommendations for implementing it in the educational process.*

**Keywords:** *role-play, modern pedagogical methods, psychological role-playing games, interactive learning.*

There is increasing interest and attention in the use of interactive methods, innovative technologies, pedagogical and information technologies in the educational process. Until now, in traditional education, students were taught only to acquire ready-made knowledge, but based on modern technologies, they are encouraged to search for the acquired knowledge themselves, independently study and analyze it, and draw their own conclusions. In this process, conditions are created for the development, formation, acquisition and education of the individual.

The use of gaming technologies also manifests a number of psychological characteristics, as a result of which each student can demonstrate his personal capabilities, stabilize his position in social life, and develop self-management skills. Gaming technologies not only help consolidate theoretical knowledge and transform it into practical skills and competencies, but also help to cultivate certain moral and volitional qualities in students. Thus, currently there are the following types of interactive methods: 1. Brainstorming. 2. Team teaching method. 3. Working in small groups. 4. Game teaching. 5. Communication method. 6. Network method. 7. Management method, etc. Using different methods in the lesson encourages the teacher to explore and the student to think freely to work on himself. It is important that the method is chosen in such a way that the student can behave freely, express his thoughts fluently, and master the subject very well. When choosing interactive methods, we should pay attention to the following: -compliance with the content of the lesson; -full compliance with the capabilities of students; -focus on the development of education and upbringing; -compliance with the forms of organizing the educational process; In this article, the playful method of teaching primary school students using role play is highlighted.

Role-playing is a method of studying the thinking, actions and attitudes of participants in the educational process by taking on the role of individuals in a certain social, professional

or life situation and modeling them. This method is very effective in psychology and pedagogy, as it ensures the active, creative and emotional involvement of the student in the learning process.

This method breaks the traditional "teacher-listener" relationship between the teacher and the student and develops skills such as communication, exchange of ideas, critical thinking and problem solving. It also helps to understand social and ethical norms, as well as to form emotional empathy. Role-playing games are divided into several types, such as role-playing games, improvisational role-playing games, psychological role-playing games, trader role-playing games, etc.

Psychological role-playing games. In this type, students or participants take on a role in a situation where they try to feel and learn about their roles and relationships. In this type, psychological control and role-playing are given great importance to the uniqueness of education and the internal psyche of students in a child-like manner.

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The importance of role-playing games in education is also unique.

For example. It makes the teaching and learning process colorful, allowing students to move on to practical work based on the knowledge they have acquired. These games help the teacher to implement teaching methods in a lively, interesting and interactive way. It develops creative and critical thinking, that is, role-playing games help students or participants to improve their ability to correctly describe themselves and make good decisions. It develops teamwork skills. In these games, students are forced to work together, which develops their ability to actively work in a team, communicate and make collective decisions. It improves communication skills. Role-playing games lead students to communicate freely and effectively with each other, which improves their social skills.

Role-playing games are important in education, especially psychologically and pedagogically. These games are used in many ways to promote cooperation between the student and the teacher, to develop social skills, and to make the educational process interesting and effective. We will consider the psychological and pedagogical aspects of role-playing games below.

If we also look at the psychological aspects of role-playing games, they help students and participants see themselves in new, interesting, and unknown situations in order to develop creative thinking. This develops their creative and critical thinking skills, allowing them to see problems in new and different ways.

Self-awareness and personality development. Role-playing allows participants to take on the roles of different characters. This helps them understand others, identify their own needs and reactions, and develop confidence and independence.

Development of understanding of feelings (Empathy) Role-playing games psychologically increase empathy, because the participants are forced to understand the feelings and emotions of others, to learn how they perceive them. For example, stepping into someone's role and understanding their point of view helps develop empathy in psychology.

Role-playing games force participants to solve problems. In this process, you can observe how people react to stress, anxiety, difficulties or new situations. These situations help participants to feel themselves, take initiative and try to find the best solutions.

The development of communication and social skills is effective in role-playing, which develops the communication skills of the participants, as they practically understand real situations, sentences, relationships and decision-making processes. This, in turn, facilitates performance in social relationships. For example, you can take the lesson "Meeting a New School Student", which develops students' etiquette, teaches them to behave freely in social situations, and forms the experience of establishing relationships with a new person. One of the students plays the role of a "new student", and the rest take on the roles of children in the class. Their tasks are to get to know the new student, tell him about the school and class, welcome him as a friend, and ask him questions. This will help to achieve the desired result, namely, to develop the skills of listening to others during the study, to change their opinion, to develop empathy and friendly relations, and to behave freely in a team environment.

Using a variety of teaching methods helps teachers to present different perspectives, emotions, and knowledge. This allows students to effectively organize their teaching by introducing practical examples and case studies. This method helps students to learn in different ways.

The pedagogical aspects of using role-playing games in the educational process are important in increasing the effectiveness of teaching, ensuring student activity, and in-depth assimilation of knowledge. The main pedagogical aspects of this method are described below:

As an active teaching method. Unlike traditional passive education, role-playing games put students at the center of the learning process. They acquire knowledge not only through listening or reading, but also through practical participation. This develops critical thinking, independent decision-making, and social relationships.

Taking into account the personal needs of students. Each student has an individual, unique nature and character. The teacher should pay attention to each student with an

individual approach. Role-playing games thus provide introverted (quiet, withdrawn) students with the opportunity to actively participate, and for extroverted (active, lively students) they become a field for self-expression. As a means of increasing motivation. By imagining themselves in a role, students become more interested in the learning process. Lessons become not a simple, but an interactive process. In such a process, the desire to participate in each student increases, and a mood of “enthusiastic participation” in the lesson is formed.

Helps with emotional and social development. Role-playing games teach students to develop human qualities such as understanding the point of view of others, empathy, teamwork, communication, and appropriate behavior in situations.

As a way to connect knowledge with real life. Through role-playing games, students learn to apply theoretical knowledge in real life. For example: a conversation scene in a store in an English lesson, a discussion between historical figures in a history lesson, and a dialogue between characters in a literature lesson.

In order to achieve objectivity in assessment. This allows the teacher to assess not only the written, but also the oral, communicative abilities of students; provides an integrated approach (knowledge, qualifications, skills).

Suitable for humanistic and inclusive education. Role-playing games are effective for actively involving children with disabilities. This helps them gain self-confidence, participate equally in the group, and achieve social adaptation.

Types of role-playing games and pedagogical recommendations for their use in teaching can be given as examples.

Scenario role-playing game. It is carried out based on a scenario prepared in advance by students. The pedagogical goal is to teach students to think in an organized way, develop teamwork.

Professional role-playing game. It is carried out through roles that may be encountered in the future profession (doctor, teacher, journalist). The pedagogical goal is to be useful in providing professional guidance, the student can correctly assess his abilities.

The teacher should plan role-playing games during this process for the busiest time of the lesson, give the student who is unable to participate the role of an observer and an impartial evaluator, and after the game, be sure to conduct an exchange of views.

Role-playing in moral development Role-playing also plays an important role in the moral development of students. For example, participating in socially significant roles, helping others, or taking responsibility for solving problems helps students adhere to moral rules.

Here are some ways to introduce role-playing to primary school students in English lessons.

Role-playing in English lessons is an effective way to develop students' thinking, creative thinking, and communication skills. This method helps students learn short stories and fairy



tales interactively. The following methods can be used to introduce role-playing in such lessons:

### 1. Role-playing

- Purpose of the game: students take on the role of selected fairy tale characters and study their behavior and changes. In this case, the teacher selects a specific fairy tale and gives the student the necessary tasks for each role-playing role. Students are given a brief introduction to the fairy tale, for example, "The Elephant and His Friends", introduces its main theme and characters, and explains the purpose and importance of using the "role-playing" method in the lesson. Students must play the roles of an elephant, a rabbit, and a swan, acting out their points of view, and acting out their actions.

2. Modeling social and cultural situations. The purpose of the game is to explain concepts such as family, friends, love. In this way, the teacher teaches each student to clearly express their thoughts individually, while distributing their roles. Through this, students learn social interaction and moral issues through mutual communication, aesthetics, and speech communication, while understanding the characters of fairy-tale heroes. This helps students to communicate freely and increase their thinking skills. Based on the results of the experiment, the following important changes were observed: 1. Students' interest increased, role-playing games increased interest in lessons by 30%, students felt like active participants in the lesson process, experiencing the described events themselves, playing the role of a hero helped them quickly master the material. 2. Communication and creative thinking developed. As a result of role-playing games, communication skills improved by 25%, and students communicated more actively with each other.

It can also be noted that increasing the number of subjects in which role-playing games should be introduced can be effective. Giving students the opportunity to organize independent role-playing games can also be effective in helping them think creatively on various topics.

### Conclusion

Introducing role-playing games in lessons not only helps students develop reading and writing skills, but also allows them to be creative. Role-playing games make lessons interactive and interesting, helping to increase students' creative and critical thinking skills.

The results of the experiment indicate that role-playing games are very effective in the learning process. They make students active participants, help consolidate knowledge, and develop creative thinking. Therefore, it is advisable to use this method more widely in the educational process.

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## **TA'LIM, TARBIYA VA INNOVATSIYALAR**

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