



## **Technique of organizing physical education classes through game technologies**

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### **Annotation**

The article provides an overview of game technology and its ways of creating it. The trends of game technologies, their application in the course of the lessons.

In the physical education lessons, the effectiveness of the use of gaming technology has been analyzed.

### **Keyword**

**Knowledge Skills** The didactic objective is to provide free activities, educational goals, enhancements, goals, activities.

As a part of being as a whole, with a peculiar attitude to every reality in the universe, it is inevitable that the thought of what he has seen and heard, the ability to read, the creative ability, the creative thinking and his thinking. The skilled teacher can make a substantial contribution to the proper formation of the knowledge, skills and skill of his pupil, and the intellectual potential of his pupils by utilizing game technologies in this regard.

Some experts have suggested that the psychological mechanism of the game is based on the fundamental needs such as manifesting himself, determining his place in life, self-directedness, and his own ability to depend.

In particular, DN Uznadze describes the game in a special way: "The game is a form of impressive psychological behavior."



A. Leontev describes the game as a product of fantasy, where the imagination of the individual, though difficult to accomplish, is a freely emerging reality. LS Vogodskiy: "Game is a means of getting the social order of the child, social order." In particular, the current psychologists emphasize that, with the help of psychology of the game, apart from mental, physical, and psychological empowerment, it extends knowledge, analyzes at the axiom level, which does not require proof that it is the basis for the formation of skills and skill.

The technology of the game carries out a range of tasks such as charm, communication, capacity building, therapeutic, diagnostic, intercultural dialogue and socialization.

Game and gaming technology creates a space for free creativity by enhancing the reader's interest because of the emergence of competition, competition, and competition.

The game will be targeted at different goals. They are didactic, educational, and socialized.

1. The didactic objective is to extend the range of knowledge and skills of the learners, to develop the skills and abilities of the learners, and to widen their work skills;
2. The educational objective is to promote independence, will, education, attitudes, spiritually-aesthetic and globalization, collectivism, communication, and community involvement.
3. The goal of the development is to focus on attention, memory, speech, thought, hypothesis, imagination, creative abilities, reflection, motivation of teaching activities.



4. Social goals include the involvement of society in norms and values, adaptation to working conditions, control of passion, self-control communication.

5. Physical purpose - to ensure the person as a competent person, to ensure the healthy and spiritual development of the society.

In addition, the game technologies are implemented in the following areas:

- based on the activation of student activities;
- Contest elements will be added to the curriculum;
- training activities are subject to the rules of the game;
- educational material is used in the game;
- The didactic goal is put as a game present;
- Didactic tasks are associated with the result of the game.

Especially if during the physical training classes such games are organized correctly, the effectiveness of teaching and learning increases, and the scope of the pupils' minds is expanded and the opportunity to enrich their interest in science. In summary, the use of games in physical education lessons involves the independent learning of the new topic and the independent learning of the concepts. It is the main factor in achieving the teacher's educational goals.

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