

DIDACTIC OF GAMES PEDAGOGICAL AND METHODICAL BASICS

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Abstract

This in the article didactic of games education in the process their place , their pedagogical and methodical basics illuminated . Didactic of games in students knowledge , skill and qualifications in formation importance , motivation in progress role and lesson efficiency in provision opportunities analysis It is also done in a didactic manner . games organization of reaching methodical requirements and practical application roads seeing is released .

Key words : Didactic game , education process , method , motivation , pedagogy technology , active education .

Modern education in the process the student active to the participant convert important from tasks is one . Traditional lesson forms with one in line interactive methods , especially didactic games education efficiency increasing tool as wide is being used . Didactic games through students knowledge easy , interesting and natural accordingly absorbs.Today on the day education system student's activity to increase directed innovative methods demand This point of view from the point of view didactic games effective pedagogical tool as important place Holds . Game through education to give students for natural and interesting knowledge solid to occupy help gives .

Didactic this is the game clear educational to the goal owner , teacher by planned game It is an activity . training task , game rules , action process and final result there is will be . Didactic games students mental activity increases and independent to think encourages.Didactic games students young and psychological to the characteristics suitable to be necessary . Primary class students for game — leader activity type is considered.Game to class interest increases , the student active to be encourages . Internal motivation when it gets stronger mastery also improves. Game in the process cooperation , communication , rules compliance to do such as social skills is formed .

Didactic of games methodical basics

To the goal orientation — every one game clear didactic to the goal has to be need

Consistency — games lesson topic with integral related to be necessary .

Clarity — rules simple and clear to be necessary .

Evaluation is a game in the end results analysis will be done .

Exhibitionism — various demonstrative tools efficiency It **will** increase .

Didactic games various in sciences applies to :

Mother in the language — word games

In mathematics — counting and logical games

In natural science — classification games

foreign languages - role games

Methodical point of view from the point of view didactic games clear to the goal directed to be need . Every one game known one knowledge or skill to form service to do must . Game rules simple and understandable to be , all students ability to attract necessary . Teacher the game lesson topic with tie it up lesson known in the phase appropriate application important . From this outside , game in the end the results analysis to make mistakes discussion to do and students encouragement didactic efficiency increases . Demonstrative tools , cards , pictures and from subjects use and of the game impressionability strengthens .

Didactic games various in sciences effective Mother language in their classes word wealth increase and the speech to develop service if it does , mathematics in their classes calculation and logical thinking strengthens . Natural science in sciences classification , observation and conclusion release skills Develops foreign languages . in learning and roller games and dialogues language environment to create help gives .

Didactic of games methodical basics education in the process from games targeted and effective use providing methodical principles , requirements and organization to grow their ways own inside First of all , every one didactic game clear educational to the goal directed to be need , that is, it is new knowledge to give , passed the topic reinforcement or knowledge control to do service does . Game content students age , knowledge level and individual characteristics suitable is chosen because game too much outside easy or difficult if , expected the result does not give . Methodical in terms of of the game rules simple , understandable and clear to be necessary , then all students active can participate . Didactic game known to the structure has is , then didactic task (what) teaching , game task (how movement via) , rules and the result assessment stages there is will be . Teacher the game organization in the process of leader and guide role does , students encourages , necessary in place help gives and order Saves the game . in the end and of course reflection was held , students what what they learned , how difficulties happened and which methods effective came out discussion is done . In this way methodical in terms of right organization done didactic game lesson efficiency increases , students to know activity , independent thinking and to class interest strengthens .

Conclusion

Conclusion as in other words , didactic games modern of education inseparable part becomes the reader passive from the listener active to the participant They turn . to class interest increases knowledge solid to master help gives and person's every one-sided to develop service does . That's why for teacher didactic from games purposeful , planned and methodical in terms of right use education efficiency noticeable at the level increases . Didactic games modern of education important structural part They are students knowledge to take process activates , education efficiency increases and person development positive impact shows . Therefore, the teacher didactic from games planned and targeted use necessary .

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