

USE DIFFERENT GAME METHODS TO INCREASE STUDENTS 'INTEREST IN THE FINE ART

¹Yurdanidze Mehrali Xolisovich, ²Tojiboyeva Xurshida

Lecturer at the Department of Fine Arts and Engineering Graphics, Andijan State University¹, Andijan State University, 1st year student of Fine Arts and Engineering Graphics²
yurdanidze78@gmail.com¹

ANNOTATION

The article discusses the wide range of opportunities for distance learning in interactive technologies in the learning process, the use of which allows to achieve effective results in order to achieve the goal in Fine Arts classes. Hierarchical technologies contribute to the formation of students' visual reflection, inner vision, thinking skills. We will talk in more detail about the use of ball technology in fine arts classes. Using this innovation in ballroom art using ball technology, it shapes and develops the ability to think complexly, analyze, make connections and create new ideas, see a holistic picture.

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

Teachers have a unique role to play in helping students become mature adults. Today's teacher should not only use the textbook, but also make small discoveries for each lesson, because it is difficult to teach a modern child to concentrate during a 45-minute lesson, so various exhibitions and teaching children through games allows them to develop their imagination by developing their speech and broadening their horizons. Most importantly, great efficiency is achieved in the lesson. It develops in comprehension, reading and work. Thinking expands in children's games as well. Thoughts appear only when a person has a simple problem or task. Much depends on the intelligence of the person, as well as his intellectual ability.

One of the main requirements of modern pedagogical technology is to shape students' independent thinking skills and interest in science, using games that bring a different, meaningful, lesson-like content to each lesson, turning students from boring listeners to active participants.

New pedagogical lessons change the forms and methods of teaching, diversifying them into teachers and students who become active participants in the learning process. And a society striving to adapt to the modern level of development needs, first of all, an independent-minded person who can take a creative approach to the work that creates something new on the basis of the acquired knowledge. The subject of fine arts is not only important in the aesthetic education of young people, but also plays an important role in moral education. Fine arts classes, in particular, have a great influence on the formation of national pride and the ideology of national independence in young people, patriotic education and the formation of ideas of mutual assistance.

Therefore, first of all, the teacher must know the subject perfectly and accurately. The teacher should be able to engage the student in the lesson based on his / her abilities and ideas. In order to keep the reader interested, it is necessary to mention the role of fine arts in their lifetime. It is then appropriate to tell the student the types of fine arts, and then show the students the state of readiness of the pictures belonging to these arts and then the stages of drawing.



E-ISSN NO:2349-0721

The purpose of using such pictures is to make the picture interesting for both children and adults. This picture uses both composition and drawing, and the first step is to explain how to place it correctly on the paper in black pencil. Then he should be able to explain the methods of painting according to the type of paint, that is, in watercolor from light to dark, and in gouache from dark to light, and finally in the unfinished. how important the process of correcting and completing element errors is.

One of the most fun ways to teach a lesson is through games. Another example is the technological game "KOPTOK". Koptok game differs from other games in that it develops students' practical, theoretical, speech development and sense of progress. This game mode is required to be played in one of every 4 lessons using copter technology. In each lesson, students are given theoretical information. For example, triangles, squares, layouts, and drapes must be used to describe similar terms. He then retrieves the information from the student in a practical and theoretical way through a ball game. In this game, the teacher mentions the name of a term that taught the ball to the students. must be able to demonstrate this rule in practice by drawing on the board. That way, the game continues. In this game, the student learns to express himself in any situation, to get out of the situation correctly and rationally, to express his speech fully and fluently, and to apply his knowledge in practice.

The teacher should be able to observe works of fine art of different periods, different peoples and have the means to share the secrets of understanding them with young people. The fine arts are one of the most important and reliable means of shaping a person, and in order to use this opportunity in any activity, it is necessary to develop new methods and possible methods, as well as the skills to apply them in practice. Conducting modern lessons with non-traditional lesson plans. Learning new world-class technologies and mastering them in the classroom will be a great contribution to the further development of fine arts classes.

REFERENCES

1. Fundamentals of Fine Arts. R. Khasanov. Gofur Gulom Publishing House, Tashkent, 2009
2. Art of Uzbekistan. . D.Pulatov. (Textbook) Namangan Publishing House, 2018
3. Pencil drawing. B. Boymetov MUSIC Publishing House TASHKENT 2006
4. Drawing and painting. Yu.M.Kirzer. High school 2005
5. Methods of teaching fine arts at school. R. Khasanov. "FanNashriyoti" 2004
6. Painting (Still life in watercolor) textbook Tashkent 2019

