

METHODOLOGY FOR ORGANIZING READING EXERCISES ON THE BASIS OF GAMES AND QUIZZES IN MULTIPLATFORM

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Abstract. This article explores methodological approaches to using multiplatform technologies to develop students' reading skills in primary education. Organizing reading exercises based on games and quizzes can help students develop reading and text comprehension skills in a more efficient and fun way. The article highlights the importance of the gamification (gamification) approach, strengthening students' knowledge with the help of interactive quizzes and mobile platforms, increasing their motivations. Also considered are the innovative approaches multiplatform has incorporated into the reading process and its role in activating learners. This methodology provides teachers with the opportunity to organize the learning process of students in an interesting, effective and interactive way. The approaches presented in the article contribute significantly to the development of students' reading skills in primary education.

Keywords: multiplatform, reading exercises, games, quizzes, gamification, motivation, interactive approach, elementary education, educational technologies.

МЕТОДИКА ОРГАНИЗАЦИИ УЧЕБНЫХ УПРАЖНЕНИЙ НА МУЛЬТИПЛАТФОРМЕННОЙ ОСНОВЕ НА ОСНОВЕ ИГР И ВИКТОРИН

Аннотация. В данной статье рассматриваются методические подходы к использованию мультимедийных технологий для развития читательских способностей учащихся в начальном образовании. Организация упражнений по чтению на основе игр и викторин помогает учащимся более эффективно и увлекательно развивать навыки чтения и понимания текста. В статье дается представление о важности подхода геймификации (геймификации), закрепления знаний учащихся, повышения их мотивации с помощью интерактивных викторин и мобильных платформ. Также были рассмотрены инновационные подходы, которые мультимедийность внесла в процесс обучения, и ее роль в вовлечении учащихся. Эта методика позволяет учителям организовать процесс обучения учащихся в увлекательной, эффективной и интерактивной форме. Представленные в статье подходы в значительной степени способствуют развитию читательских способностей учащихся в начальном образовании.

Ключевые слова: мультимедийность, о'киш машклари, о'йинлар, викториналар, геймификация, мотивация, интерактивный подход, бошлангич та'лим, та'лим технологиялари.

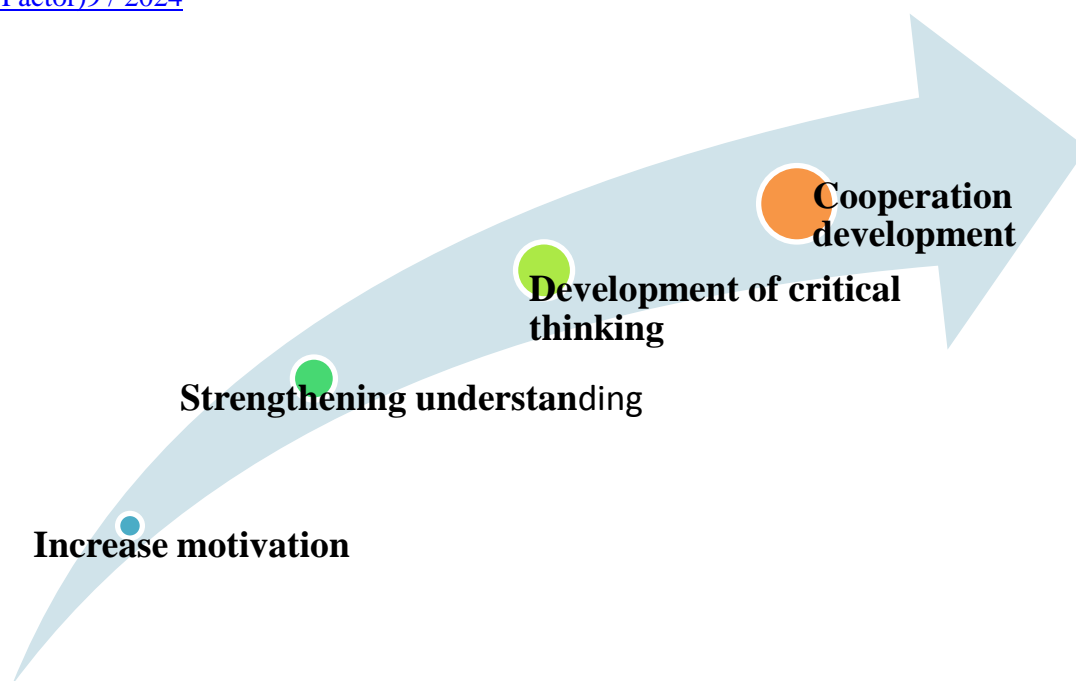


Figure 1. Methodical significance of games and quizzes

1. Increasing motivation: games and quizzes help students approach learning material in interesting and interactive forms throughout the learning process. This method increases students' motivation for learning and activates them.

2. Strengthening understanding: Games and quizzes help readers better understand the text read. Through interactive exercises, students perform exercises that help them analyze the text, separate its main ideas and remember the details.

3. Developing critical thinking: Games and quizzes teach students to analyze the material read and give answers based on it. This helps students develop critical thinking skills.

4. Developing cooperation: through games and quizzes, students will have the opportunity to collaborate with each other, help each other and solve problems together.

Below I will list quiz questions for elementary school students that develop the ability to understand and learn text. The quiz helps students develop reading skills testing and text analysis skills. Quiz questions will largely be based on general text comprehension and logical analysis [5].

Quiz: reading and understanding the text

1. Question: find the main idea of the text.

- What is mentioned in the text?
- A) the time spent with the family in the New Year
- B) travel abroad
- C) Forest and animals
- (D) students in the school

2. Question: understand this sentence correctly.

- "The sun is very hot during the summer months, but the weather is cool at night."
- What situation is being talked about in this sentence?
- A) the air temperature in summer is always high
- B) cool air in the evening in summer
- C) the weather is hot at night
- D) low air temperature in summer

3. Question: select the correct answer by reading the text.

- "Alisher recalled that when he went to school, he forgot his books and left them at home."
- What did Alisher do?
- A) Went to school with books
- B) forgot his books
- (C) late to attend school
- D) back home

4. Question: determine the main event in the text.

- "While Sabina was watering flowers in the garden, a small bird flew over and they looked at each other."
- What happened in this text?
- A) Sabina saw a bird while the flower was watering
- B) Sabina grew flowers in the garden
- C) cheerful teacher planted flowers
- D) Sabine killed the bird

5. Question: understand the text and choose the right answer.

- "You always have to read a lot to get an assessment. It is necessary to be prepared for passing exams."
- According to this sentence, what to do?
- A) memorizing books
- B) spending time with friends
- C) low tuition and rest
- D) preparation and readiness for testing

6. Question: choose the right idea said in the text.

- "The little boy runs every day in the early morning, and then goes to the gym."
- What does a child do?
- A) run every day and go to the gym
- (B) runs alone
- C) makes other studies
- D) never run

7. Question: answer the question using the text.

- "The spring season has come, all the trees have blossomed, the weather is hot and the sun has risen."
- What changes will happen in the spring?
- (A) Trees enter the cave
- B) the air is cool
- C) trees bloom
- D) snow falls

8. Question: separate the main idea from the text.

- "Reading, learning something new, is very useful for everyone."
- What is the main idea of this sentence?
- A) it is useful to study and learn
- B) Books need to be collected
- C) only science matters

- D) learning is not necessary

9. Question: choose the right answer by analyzing the following sentence.

- "New lessons have begun at school, we are learning new knowledge."
- What opinion is expressed in this text?
- A) there are no new classes at school
- B) students learn new knowledge
- C) new knowledge is not learned
- D) old lessons continue at school

10. Question: analyze the text and choose the right idea.

- "In the summer, the child often swims in the pool, spends time with reading and games."
- How do you comment on this text?
- A) it is also possible to swim with study in the summer
- B) swimming in the pool is possible only in summer
- C) the child swims only in the summer
- D) the child does not work in the summer

Test results: 1. Find the main idea of the text: answer:

C) Forest and animals

2. Correct understanding of this sentence: answer:

B) cool weather in the evening in the summer

3. Read the text and choose the right answer: answer:

B) forgot your books

4. Identify the main story in the text: answer:

a) Sabina saw a bird while watering a flower

5. Understand the text and choose the right answer: Answer:

D) preparation and readiness for tests

6. Choose the right idea that is said in the text: answer:

A) they run every day and go to the gym

7. Using the text, answer the question: answer:

C) trees bloom

8. Separate the main point from the text: answer:

A) it is useful to read and learn

9. Choose the right answer by analyzing the following sentence: answer: B)
students will learn new knowledge

10. Analyze the text and choose the right idea: answer:

A) it is also possible to swim along with reading in the summer This quiz helps students develop text comprehension, basic idea identification, and text analysis skills. Questions can be asked to varying degrees of difficulty for students so that each student has the opportunity to learn to suit their level.

Methodology for organizing reading exercises using multiplatform

1. Gamification (gamification): gamification is a method of organizing the educational process using games. In this approach, students develop reading skills through a variety of games, quizzes, and assignments. Through games, reading materials can be presented to students in a fun and interactive way. For example, organizing reading exercises in the form of a game can help students better understand the text. As a result of the Games, students feel successful and are active in the learning process.

1. Interactive quizzes: quizzes are an effective tool in organizing reading exercises in multiplatform. The learning process can be made more interesting by quizzes, in which students have to read the text and answer questions about it. With online quizzes, it is possible to check the level of knowledge of students and further develop them. Through quizzes, students test the skills of understanding and analyzing text in practice.

2. Mobile applications and interactive platforms: mobile applications and online platforms are important tools in the effective organization of reading exercises. These platforms provide readers with a variety of text-based games and quizzes. With mobile apps, students can do reading exercises at home or at school. Interactive platforms allow students to quickly assess their knowledge and race among themselves.

3. Other interactive resources: using multiplatform technologies, other interactive resources such as video tutorials, visual materials, infographics, and diagrams can also be used. These resources help students understand texts visually. Such resources help students to better understand the text, to distinguish important ideas.

Methodical approaches:

1. Differentiated approach: it is necessary to organize reading exercises in an individual way, taking into account the level of knowledge and reading skills of students. A variety of games and quizzes can be provided to suit the interests and needs of the students. For example, it is necessary to prepare more difficult questions for some students, and simpler ones for others.

2. Feedback and assessment: in the process of organizing reading exercises in a multiplatform, it is important to give students constant feedback. Students must receive feedback on their answers and assignments completed. This gives them the opportunity to evaluate and further develop their knowledge.

3. Active and interactive learning methods: when organizing exercises for reading multiplatform technologies, it is necessary to ensure the active participation of students, and not just passive learning. Games and quizzes increase student activity and make them more involved in the reading process.

Conclusion. Organizing reading exercises on the basis of games and quizzes using multiplatform Technologies makes the learning process of students interesting and effective. These techniques increase the motivation of students, develop their skills in understanding and analyzing the text. With interactive platforms, mobile apps, online quizzes and games, students can evaluate their knowledge, develop consistent thinking, and enjoy the learning process even more. It also provides teachers with the opportunity to organize reading exercises in a more innovative and effective way.

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