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THE USE OF DIDACTIC GAMES IN RUSSIAN LANGUAGE LESSONS IN ELEMENTARY GRADES

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Introduction

Russian is one of the most difficult subjects in school. Therefore, it is necessary to develop students' interest in this subject even in elementary school, to make it as joyful and exciting as possible.

One of the most effective means that can arouse interest in Russian language classes is precisely the didactic game. The goal of the game is to arouse interest in knowledge, science, books, and teaching. In primary school age, play, along with learning, occupies an important place in the development of a child. When children are included in the situation of didactic play, their interest in learning activities increases dramatically, the material being studied becomes more accessible to them, and their performance increases significantly.

After all, the fact that the game is part of the educational process is no secret to anyone. The game helps to form the phonemic perception of a word, enriches the child with new information, activates mental activity, attention, and most importantly - stimulates speech. As a result, children have an interest in the Russian language. Not to mention the fact that didactic games in the Russian language contribute to the formation of spelling vigilance of a younger student.

Over the course of several years of work in elementary schools, I have observed that Russian language classes do not always arouse students' interest. Some children find it a boring subject. Unwillingness to study the Russian language breeds illiteracy. I thought about how to arouse interest in classes, how to improve writing literacy.

I have read a lot of literature, analyzed my lessons and came to the conclusion that it is possible to arouse interest in the Russian language if you systematically accumulate and select fascinating material that can attract the attention of every student.

"Choose three words"

(The game is used to consolidate any topics in the Russian language)

Purpose: To follow the formation of spelling skills, taking into account the stage of work on spelling.

The choice of words depends on the topics studied or covered.

Nine words are written on 9 cards:

1st set: *рыбка, вьюга, чулок, дубки, варенье, чучело, ручьи, чум, гриб.*

2nd set: *подъезд, склад, ворона, град, съемка, клад, ворота, подъем, воробей.*

Two people take cards in turn, the winner is the one who first has three words with the same spelling.

I	рыбка	вьюга	чулок	II	подъезд	склад	ворона
	дубки	варенье	чучело		съемка	град	ворота
	гриб	ручьи	чум		подъем	клад	воробей

Conclusion

Gaming technologies allow you to create favorable conditions for obtaining knowledge of the Russian language. They significantly activate thinking, attention, memory, increase interest in the material being studied, while ensuring ease of assimilation of the material. Thanks to gaming technologies, the strength of the acquired knowledge increases and the quality of the training itself increases. Games are necessary for elementary school, and they should be used in the system, at

different stages of the lesson, include various types of school activities in them, and use games when studying complex, difficult-to-understand material. It is necessary to develop whole complexes of games on certain topics, for a more systematic use of them.

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