

METHODOLOGY OF USING DIDACTIC GAMES IN DEVELOPING STUDENTS' CREATIVITY IN GEOGRAPHY EDUCATION

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The use of didactic games in the process of creative activities aimed at mastering geographical materials in order to develop creative abilities of students in geography education of general education schools is of great importance. Such games not only increase students' interest in science, but also create effective creative activity in them.

In geography education, didactic games have been used for a long time as one of the main methods of accelerating students' learning. Teaching students through geographic games is called didactic game lessons.

The main features of geographic games are as follows.

1. When the lesson is taught with geographic games, students develop developmental activities. Students participating in the game freely choose their roles and tasks. For example, in expedition games, the ship's helmsman, manager, observer, cartographers, sailors and other roles.
2. Creating a creative atmosphere and controversial tasks in the process of playing geographic games. During the geographic game, students are engaged in creative work in the process of fulfilling specific roles and tasks.

It is important to organize geographical creative games based on the following requirements:

1. The teacher determines the topic and time of the geographical games in advance and informs the students.
2. The teacher determines the structural structure of the games while preparing for the geographical game.

The following main tasks are performed in the organization of geographic games:

- developing the purpose and project of the game;
- identifying characters (roles) participating in the game;
- development of tasks of the characters provided for in the game;

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develop or choose a method of tasks performed by certain characters; development of relationships between the characters participating in the geographical game.

In modern geography classes, the following three types of geographical games are widely used: individual, group and mass.

When choosing these games, it will be necessary to take into account the educational conditions. Geographical games are divided into creative, plot-role, business, conference and other types.

Story-role games are focused on studying the connection between natural and socio-economic events and events.

And creative games are designed to help students solve a specific geographical problem through a didactic game based on their previously acquired knowledge. Business or business game is more often used in economic and social geography classes. Such economic, social and geographical problems are solved with the help of geographical games.

Didactic games used in geography can be divided into two large groups: natural geographic games and socio-economic geographic games.

Natural geographic games. These geographical games develop students' acquisition of natural geographical knowledge. These didactic games can be developed in the section of classes on a specific topic, for the following subjects: elementary course of natural geography; natural geography of continents and oceans; Natural geography of Central Asia and Uzbekistan. Creative games organized in these subjects help students to develop activity, creativity, creativity, and self-expression skills.

In natural geography lessons, it is recommended to organize didactic games on the following topics:

- the history of geographical research and the contribution of great scholars to the development of the science of geography;
- work with geographic maps, geographic coordinates, scale;
- lithospheric shell: the internal structure of the earth, crust, rocks and relief;
- hydrosphere shell: components of the hydrosphere. The ocean of the world. Terrestrial waters, underground and surface waters.

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- atmospheric shell: structure, composition of the atmosphere, air masses. Climate of continents and some regions;
- biosphere shell: flora and fauna of continents;
- Natural conditions and natural resources of Uzbekistan.

In the 8th grade, it is possible to organize a group game on the topic "Uzbekistan's minerals". The blank map of Uzbekistan is divided into such sections that each section must contain a certain mineral. Cards are cut according to the pieces, and the name of the place where there is a mineral deposit is written on each of them.