TYPES OF INTERACTIVE METHODS IN TEACHING FOREIGN LANGUAGES IN PRIMARY SCHOOLS

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Annotation: *This article describes the process of teaching foreign language materials in primary school, the process of teaching didactic games, on this basis, the definition of the theoretical basis of the problems of interaction of principles and methods of teaching, the process of teaching interaction and management. It is also stated that there is a priority of modern education in the production of scientific and methodological recommendations.*

Keywords: *Teaching interaction, management, methodological recommendations, effectiveness of education.*

Teaching foreign language materials in primary school, the application of didactic games in education, on this basis to determine the theoretical basis for ensuring the interconnectedness of teaching principles and methods, as well as the application of this connection in the educational process. The development of scientific and methodological recommendations is a priority for today's education.

Today, the interest in increasing the effectiveness of education through the use of interactive methods, innovative pedagogical and information technologies in the educational process is growing day by day. Classes using state-of-the-art technology are designed to help students find, study, and analyze their own knowledge, and even draw their own conclusions. In this process, the teacher creates conditions for the development, formation, knowledge and upbringing of the individual and the team, as well as performs a managerial role. In such a learning process, the learner becomes the main figure.

In the primary grades, foreign language subjects are organized in the form of games, and the following ideas are tested:

-Clapping game method, in which several students can take part. Help to teach students the days of the week. In this game, students form a circle and place their right hand on the left hand of the student in front of them. In the process of recounting the days of the week, he slaps the palm of the next student with the palm of his hand above. For example: Lundi, Mardi, Mercredi, Jeudi, Vendredi, Samedi, Dimanche style. If the last student hits the next student in the palm of his hand, the next student leaves the game, or if he hits his own hand, he leaves the game.

You need to control the game and make it run faster, otherwise the game time may be extended. This style can be used for days of the week, seasons, month names, and so on.

-Mind wheel style. In this style, the teacher makes a circle out of cardboard and attaches it to a larger piece of cardboard. He must put an arrow in the right place. The circle forms a picture of the topic that students have covered. Students should take turns turning the wheel to describe the picture that stops at the pointer. You can also use questions for the upper grades. It's a good idea to use pictures in elementary school.

-Applaudissement (applause). This method is widely used in elementary school. Useful for topics studied in two groups. For example, after explaining the topic of fruits and vegetables, students are shown a mixed picture. Students should clap when they see fruits and stomp when they see vegetables. Students who do wrong will drop out of the game. This method is useful for visual learners, and for listening learners, the names of fruits and vegetables are read aloud. This game can also be organized with pictures or names of pets and wild animals.

Examples of innovative technologies and methods are Boomerang technology, Cognitive map method, Step-by-step technology, Problem technology,

Design technology, Debate technology, Wheel technology, Two-part diary method, Cluster "Method Insert technology", "Problem situation technology", "Summary technology" Learning "cycle technology" Assessment "technology The essence of the technology is that it provides information on different areas of the subject. At the same time, each of them is discussed from separate points. For example, pros and cons, advantages and disadvantages, advantages and disadvantages are identified. This interactive technology allows students to successfully develop their critical, analytical, and clear logical thinking, as well as to concisely express and defend their ideas and opinions in written and oral form. Science-technology focuses on the active work of small groups, each participant, and the group as a whole, discussing certain areas of the overall theme.

In short, the use of these interactive methods in the organization of modern education, that is, the delivery of certain theoretical knowledge to students in a short time, the ability to interest them in the lesson in this way, The formation of skills, as well as monitoring the activities of students, their correct assessment requires from teachers high pedagogical skills and a new approach to the educational process.

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