

**METHODOLOGY OF TEACHING RIDDLES AND TEACHING
FOREIGN LANGUAGES THROUGH THEM.**

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Abstract: This article provides information on teaching foreign languages and methods used in teaching foreign languages.

Key words: foreign languages, English language, education, students, riddles, method, cartoon, modern methods, modern technologies.

Undoubtedly, equipping the foreign language rooms in the educational institutions of our country with modern information and communication technologies and advanced technical means of teaching, broadcasting programs and broadcasts teaching children and teenagers foreign languages on TV and radio channels, the history of other countries and Regular screening of popular foreign art and multi-language films dedicated to culture, world science and technical news with Uzbek subtitles allowed our young people to get to know the past, culture, and science of the peoples of the world. , especially when teaching foreign languages to students in the first grade, it is necessary to take into account the age, physiological and psychological characteristics of the student. As noted in the decision, implementation of foreign language teaching in the form of game-style lessons and oral speech lessons in the first grades is really appropriate for younger students. The use of game technologies in education is one of the most effective tools. During the game, their thinking, outlook, and thinking will expand. Scientists believe that the game approach to education facilitates the learning process. It not only makes it easier, but also increases the interest in this subject and encourages the child to acquire deep knowledge. Game-style lessons help children develop their oral language. First graders really like different visuals with pictures or videos. Games should be

regularly used to develop their speech through different colored pictures. For example, What is this?, Who is this?, Who knows the most words? games like During the game, it is necessary to encourage children to remember words and pronounce them correctly. Depending on the growth of children's vocabulary, it is important to organize other types of games and various competitions. At first, children can perform exercises on topics such as "Fruit Names", "Occupations", "Home Appliances" with the help of games. Then, if they are shown in harmony with the colorful images on the computer, the students' speech will develop and the range of attitude to the environment will expand. [3]At the stage of displaying a new topic, words and pictures that reflect it appear on the screen. Students will have the opportunity to listen to the words and pronounce them. It is necessary to pay attention to the principle of individualization of education when presenting the subject with the help of a computer. Some students find it difficult to accept the graphic image of the word, and some have difficulty with the sound image. The computer solves this or that difficulty by means of exercises, helps to find the aspects of the student that are difficult to learn English and to eliminate them. It is possible to organize other educational games aimed at mastering grammar from the second grade. For example, interesting games such as "Who is literate?", "Who is clever?", "Who am I?", "Chain", "Rolling game", "Find the place of the word" are among them. "Who's smart? " game gives a good result in improving spelling literacy. In this case, 5-6 words are written on cardboard, and the words are written correctly and incorrectly. Students are required to find the misspelled word and write it correctly. The winner of the game is determined by which student is the first to correctly write the wrongly written words. We know that in the current educational process, the student is the subject. should be Focusing more on interactive methods will increase the effectiveness of education. One of the most important requirements for English language classes is to teach independent thinking. Today, English language teachers, relying on the experience of pedagogues from the United States of America and England, are using the following innovative methods:

"Merry riddles" to teach riddles to students. It is important in teaching English, they learn unfamiliar words and find answers to riddles. "Quick answers" help to improve the effectiveness of the lesson. "Chigil wrote" (Warm-up exercises) using various games in the classroom to make students interested in the lesson. "Pantomime" (Pantomime) this method can be used in a lesson where very difficult topics need to be explained or when written exercises are done and students are tired.

"A chain story" method helps to improve students' oral speech and strengthen memory. "Acting characters" method can be used in all types of lessons. "When pictures speak" method is more convenient and in teaching English It helps in the development of zaki speech, for this it is necessary to use pictures related to the topic. "Quiz cards" cards are distributed according to the number of students and allow all students to participate in the lesson at the same time, which saves time. are interchanged and sentences are formed by putting the words in their correct place. The game "Collection" is held in order to strengthen the acquired knowledge of students based on a certain topic. The game is organized in the form of a row competition or work in small groups. For example, groups are given a task to find words that represent a symbol. The group that finds the most in the given time is the winner. Cartoons. While learning a foreign language, children do not understand the words in the cartoon, but they try to understand the words they use through the actions of the characters in the cartoon. This is an interesting and effective way for children to learn the language. Children are taught English through songs, poems, stories, and videos.[1]

"Picture" game. A picture game can be used for students to better master the content of Present Continuous. Students are invited to find what the character in the pictures they have not seen is doing. For example, P1: Is the girl sitting at the table? P2: No, she is not. P1: Is the girl standing? P 2: Yes, she is. He is the leader and takes another picture. "Sentences in the picture" game. This game is a good visual tool for practicing grammatical forms. There are several

pictures on the cards that represent some actions of a person, for example: there are pictures of skating, playing chess, reading a book. The teacher shows picture cards (the boy is skating) and asks: What is he doing? Students find the same picture and answer: He is skating.[2]

In conclusion, it is worth noting that in teaching English, taking into account the age and psychological characteristics of students, the interest in learning a foreign language, the preparation of modern didactic developments based on pedagogical technologies that help to fully satisfy the need. and developing a robust mechanism for their implementation provides a practical solution to the problem.

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