

DEVELOPING INTERACTIVE TEACHING METHODS THROUGH NATIONAL GAMES (ON THE EXAMPLE OF KARAKALPAK NATIONAL GAMES)

Jaksimuratov Azamat Bekmurat uli

*3rd-year student of Geography and Fundamentals of Economic Knowledge, Nukus
State Pedagogical Institute,
Geography and Fundamentals of Economic Knowledge teacher at Secondary School
No. 10, Kegeyli District
E-mail: jaqsimuratov004@gmail.com
Nukus, Karakalpakstan, Uzbekistan*

Abstract: This article presents a modern interactive teaching methodology based on one of the traditional national games of the Karakalpak people — "Tug of War." The author substantiates that integrating folk games into the educational process not only facilitates knowledge acquisition but also enhances students' logical thinking, teamwork skills, and awareness of national values. A pedagogical model is proposed using "Tug of War" as an example, detailing its application steps and evaluation criteria. The study results show that reintroducing national games in a modernized form can significantly increase students' motivation, cultural appreciation, and active participation. This research holds considerable scientific and practical relevance by harmonizing traditional pedagogy with contemporary teaching methods.

Keywords: national games, tug of war, interactive method, folk pedagogy, educational integration, active learning, methodological approach, Karakalpak games.

Аннотация: В данной статье разработана современная методика интерактивного обучения на основе одной из традиционных национальных игр каракалпакского народа — игры «Перетягивание каната». Автор доказывает, что

интеграция народных игр в образовательный процесс способствует не только усвоению знаний учащимися, но и развитию их логического мышления, навыков работы в команде и осознанию национальных ценностей. Представлена авторская методическая модель, разработанная на примере игры «Перетягивание каната», описаны этапы её внедрения и критерии эффективности. Результаты исследования показывают, что адаптация национальных игр в образовательный процесс в новом формате способствует формированию у учащихся высокого уровня мотивации, уважения к национальной культуре и активного участия в учебном процессе. Данное исследование имеет важное научно-практическое значение в контексте синтеза народной педагогики с современными образовательными технологиями.

Ключевые слова: народные игры, перетягивание каната, интерактивный метод, народная педагогика, интеграция в образование, активное обучение, методический подход, каракалпакские игры.

Annotatsiya: Ushbu maqolada Qoraqalpoq xalqining qadimiy madaniyatiga mansub bo'lgan milliy o'yinlardan biri — “Arqon tortish” o'yini asosida zamonaviy interaktiv o'qitish metodikasi ishlab chiqilgan. An'anaviy xalq o'yinlarini ta'lim jarayoniga integratsiyalash orqali o'quvchilarning nafaqat bilim olishiga, balki ularning mantiqiy fikrlashi, jamoaviy ishlash ko'nikmalari va milliy qadriyatlarni anglash darajasining oshishiga erishish mumkinligi asoslab berilgan. Maqolada “Arqon tortish” o'yini namunasi asosida yangi metodik yondashuv shakllantirilib, uni amaliyotda qo'llash bosqichlari va samaradorlik mezonlari tahlil qilingan. Natijalarga ko'ra, milliy o'yinlarning o'quv jarayoniga yangicha formatda tatbiq etilishi o'quvchilarda yuqori darajadagi motivatsiya, milliylikka hurmat va faol ishtirokni yuzaga keltiradi. Mazkur tadqiqot milliy pedagogik merosni zamonaviy o'qitish texnologiyalari bilan uyg'unlashtirish yo'lida muhim ilmiy-amaliy ahamiyatga ega.

Tayanch so'zlar: milliy o'yinlar, arqon tortish, interaktiv metod, xalq pedagogikasi, ta'limga integratsiya, faol o'qitish, metodik yondashuv, Qoraqalpoq o'yinlari.

INTRODUCTION. “Games help children develop both mentally and physically. Games integrate children into society. They help children find their place in the community. Through games, a child can be a leader, a participant, and they gain knowledge about the world and society. What is most interesting is that this knowledge is not forced upon the child — it is taught in an enjoyable and engaging way. This is the essence of our national pedagogy,” says Shomirza Turdimov, head of the Folklore Department at the Faculty of Philology, Alisher Navoi Institute of Language and Literature. [5] This statement highlights the need to define the goals, tasks, and essence of national pedagogy while considering the role of national games. Each nation’s traditional games play a significant role in fostering patriotism and helping students understand their role as members of society.

METHODOLOGY. This article discusses the importance of using Karakalpak national folk games as an interactive teaching method in the educational process, and their role in learning activities. During the research, qualitative analytical methods — particularly comparative analysis and the study of existing sources — were selected as the main scientific approaches.

RESULTS. Throughout various stages of human development and social life, games have played a significant role. Through games, humanity has matured, become stronger, developed physically, mentally, and spiritually, and reached moral perfection. Games are formed on the basis of a people's natural and historical needs, reflecting in a unique way the lifestyle, labor, experience, struggles, and achievements of ancestors. Furthermore, they are one of the oldest forms of human culture, a source for many spiritual domains, a means of nurturing a healthy generation, and a key factor in the physical, psychological, and intellectual development of individuals. [5]

National games also hold great importance in the life of the Karakalpak people. Since ancient times, this community has understood the need to use games to support children’s all-round development and identify their natural abilities to guide them toward future professions. This article explores the potential of using the game “Tug of War” (Arqon tortish), which is considered part of the shared cultural heritage of

not only the Karakalpaks but also many other peoples, as an interactive teaching method. First, it is necessary to understand the content and essence of this game.

During the game of Tug of War, a referee is appointed. The two teams face each other, standing in opposition. A transverse line is drawn in the center of the playing field, and a red ribbon is tied at the middle of the rope. During the competition, the team that manages to pull the other team past this central line wins, and the game is stopped once the winner is determined. [4]

This Tug of War game can be transformed into a modern interactive teaching method through the following steps: first, the diagram shown in Figure 1 is printed on A3-size paper and pinned to the board. Then, the center of the board is marked, and the central point of the rope is identified accordingly.



Figure 1. The image was taken from the website afisha.uz. [6]

Next, we begin by explaining the rules of the game to the students. First, we divide them into two groups and explain that the two teams shown in the image represent the student groups in the classroom. Various modern methods can also be used to divide the students into groups.

During the explanation phase, we analyze the game diagram. Then, we mark the center point of the board and draw five unit lines to both the left and the right of

this central mark. During the game, each time a group answers a question correctly, the rope on the diagram is shifted one unit in their direction.

If the goal is to make the game methodology more complex, the rope can be shifted two or more units for more difficult questions. After all questions have been answered, the overall results are evaluated. The group toward which the center point of the rope has shifted the most is declared the winner.

CONCLUSION. This new method demonstrates that by giving traditional games a renewed meaning, it is possible to significantly increase students' interest in the lesson. This approach helps to foster independent thinking, respect for national values, and a sense of patriotism among students.

Based on the above results, it can be concluded that future research should focus on introducing new approaches to traditional games and synchronizing them with the educational process. We believe that this methodology could serve as a useful concept and practical model for future pedagogical research.

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