TECHNIQUES FOR DEVELOPING GRAMMATICAL COMPETENCE OF 5TH AND 6TH-GRADE STUDENTS USING INNOVATIVE TECHNOLOGIES

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Abstract: *This research explores the effectiveness of innovative technologies in developing grammar competence among 5th and 6th-grade students. Conducted at the 7th State School in Namangan City, the study investigated the impact of contextual learning, gamified instruction, and explicit teaching techniques supported by digital tools. Contextual learning integrated grammar into reading and writing tasks, gamified instruction engaged students through interactive games and quizzes, and explicit teaching utilized visual aids and multimedia for complex grammar topics. An experimental approach was adopted, with 30 students divided into two groups per grade: one taught using traditional methods and the other using technology-enhanced techniques. Results revealed that the experimental groups demonstrated higher grammar competence, greater engagement, and improved application skills compared to the traditional groups. This article provides insights into how digital tools and interactive methods address cognitive diversity, enhance engagement, and foster lifelong language skills in grammar instruction.*

Keywords: g*rammar competence, innovative technologies, contextual learning, gamified instruction, explicit teaching, digital tools, student engagement, language acquisition, interactive learning.*

МЕТОДЫ РАЗВИТИЯ ГРАММАТИЧЕСКИХ НАВЫКОВ УЧАЩИХСЯ 5-ГО И 6-ГО КЛАССОВ С ИСПОЛЬЗОВАНИЕМ ИННОВАЦИОННЫХ ТЕХНОЛОГИЙ

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Аннотация: *Данное исследование изучает эффективность использования инновационных технологий для развития грамматической компетенции у учащихся 5-х и 6-х классов. В рамках исследования, проведенного в 7-й государственной школе города Наманган, рассматривались такие методы, как контекстное обучение, геймифицированный подход и явное преподавание, дополненные цифровыми инструментами. Контекстное обучение интегрировало грамматику в задания по чтению и письму, геймифицированный подход вовлекал учащихся через интерактивные игры и викторины, а явное преподавание использовало визуальные и мультимедийные материалы для сложных грамматических тем.*

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Экспериментальный подход включал разделение 30 учащихся в каждом классе на две группы: одна обучалась традиционными методами, другая — с применением технологий. Результаты показали, что экспериментальные группы достигли более высоких результатов в грамматической компетенции, вовлеченности и практическом применении навыков по сравнению с традиционными группами. Статья анализирует, как цифровые инструменты и интерактивные методы помогают решить проблемы когнитивного разнообразия, повышают вовлеченность и способствуют развитию языковых навыков на всю жизнь.

Ключевые слова: грамматическая компетенция, инновационные технологии, контекстное обучение, геймифицированный подход, явное преподавание, цифровые инструменты, вовлеченность учащихся, освоение языка, интерактивное обучение.

5 VA 6-SINF O'QUVCHILARIDA INNOVATSION TEXNOLOGIYALARDAN FOYDALANIB GRAMMATIK MALAKALARNI RIVOJLANTIRISH USULLARI

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Annotatsiya: *Ushbu tadqiqot zamonaviy texnologiyalarning 5 va 6-sinf o'quvchilari orasida grammatik malakalarni rivojlantirishdagi samaradorligini o'rganadi. Namangan shahridagi 7-maktabda o'tkazilgan tadqiqotda kontekstual o'qitish, o'yinlashtirilgan yondashuv va raqamli vositalar yordamida qo'llab-quvvatlangan aniq o'qitish texnikalari o'rganildi. Kontekstual o'qitish grammatikani o'qish va yozish vazifalariga integratsiya qildi, o'yinlashtirilgan yondashuv interaktiv o'yinlar va viktorinalar orqali o'quvchilarni jalb qildi, va aniq o'qitish murakkab grammatik mavzular uchun vizual ko'rgazmalar va multimedia vositalaridan foydalandi. Tadqiqot eksperimental yondashuv asosida tashkil etilib, har sinfda 30 o'quvchi ikkita guruhga bo'lindi: biri an'anaviy usullar bilan, ikkinchisi esa texnologiyalarga asoslangan usullar yordamida o'qitildi. Natijalar shuni ko'rsatdiki, eksperimental guruhlar grammatik malakalar, ishtirok etish va qo'llash ko'nikmalari bo'yicha an'anaviy guruhlarga nisbatan yuqori natijalarga erishdi. Ushbu maqola grammatikani o'qitishda raqamli vositalar va interaktiv usullar kognitiv xilma-xillikni qanday hal qilishini, ishtirokni oshirishini va umrbod til ko'nikmalarini rivojlantirishini yoritadi.*

Kalit so'zlar: *grammatik malakalar, innovatsion texnologiyalar, kontekstual o'qitish, o'yinlashtirilgan yondashuv, raqamli vositalar, o'quvchilarni jalb qilish, tilni o'zlashtirish, interaktiv o'qitish.*

Introduction. In the evolving landscape of education, technology has become an indispensable tool for transforming teaching methodologies and enhancing learning experiences. One such innovation is the integration of advanced digital tools

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in grammar instruction, which fosters engagement, critical thinking, and practical language application. This article explores how innovative technologies contribute to the development of grammar competence among 5th and 6th-grade students, focusing on their benefits, implementation strategies, and impact on student engagement and language acquisition.

Innovative technologies encompass a range of tools and methods, including gamified platforms like Quizizz and Kahoot!, contextual learning through multimedia resources, and explicit instruction supported by visual aids and digital models. These technologies are designed to make grammar learning interactive, engaging, and meaningful. For example, gamified activities motivate students through competitive tasks, while contextual learning connects grammar rules to real-world scenarios, and explicit instruction simplifies abstract concepts using visual and multimedia supports. By integrating these tools, educators create an inclusive and stimulating environment where students can actively participate and internalize grammar concepts. The implementation of these technologies involves carefully structured activities tailored to the needs and cognitive levels of 5th and 6th graders. For instance, grammar quizzes on gamified platforms encourage friendly competition and immediate feedback, while digital storytelling tasks enable students to apply grammar rules in creative contexts. Explicit instruction leverages multimedia, such as animated visuals and interactive charts, to clarify complex rules and enhance comprehension.

The effectiveness of these innovative technologies in grammar instruction can be assessed through various methods, including tracking student engagement, analyzing the quality of their grammar application in written and verbal tasks, and gathering feedback on their experiences. Improvements in grammatical accuracy, sentence structure, and motivation provide valuable insights into the impact of these methods. This article aims to elucidate how digital tools and interactive methods revolutionize grammar instruction, addressing common teaching challenges and fostering lifelong language skills among young learners.

Literature Review. The integration of innovative technologies into grammar instruction has been widely recognized as an effective approach for improving student

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engagement and comprehension. Researchers emphasize that digital tools, when used strategically, can support grammar acquisition by providing interactive, structured, and meaningful learning experiences. Studies highlight that these technologies enhance motivation, allow for differentiated instruction, and facilitate the application of grammatical rules in real-world contexts.

Gamified learning has been shown to be particularly effective in increasing student motivation and grammar retention. Sık & Razı [8] found that students who engaged in gamified grammar activities demonstrated higher levels of participation and improved accuracy in grammar exercises compared to those who followed traditional instruction. Their research highlights the effectiveness of interactive digital tools such as Quizizz and Kahoot! in reinforcing grammar concepts through competition and engagement. Similarly, Gaparova & Sydykova [3] emphasized that incorporating gamification into English language learning encourages active participation, enhances memory retention, and allows students to apply grammar rules in meaningful contexts, such as role-playing and structured quizzes.

In addition to gamification, explicit instruction has been found to be an essential component of effective grammar teaching. Aman [1] investigated the role of structured, teacher-led grammar instruction and found that explicit explanations combined with visual aids and multimedia resources significantly improved students' understanding of sentence structure and verb tense usage. Similarly, Liu [4] argued that grammar instruction is most effective when it is contextualized within meaningful language activities, allowing students to internalize rules rather than simply memorizing them. The use of step-by-step explanations, guided practice, and interactive digital models has been shown to facilitate student comprehension and retention.

Another widely studied approach is contextual learning, which embeds grammar instruction into reading and writing activities. Sekelj & Rigo [7] found that students who learned grammar through structured reading comprehension and writing tasks were better able to apply grammatical structures accurately in both written and spoken communication. Their study suggests that authentic language exposure, rather than isolated rule memorization, is key to long-term grammar

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retention. Similarly, Turakulova [9] explored the development of grammar competence in primary school students and found that students exposed to real-world linguistic contexts, such as interactive stories and peer-reviewed writing assignments, demonstrated greater accuracy in grammar application. These findings reinforce the argument that contextualized grammar instruction promotes deeper understanding and long-term skill development.

Researchers agree that a combination of gamified instruction, explicit teaching, and contextual learning provides the most effective framework for enhancing grammar competence. Aman [1] and Turakulova [9] emphasize that innovative technologies help create an inclusive, engaging, and interactive learning environment, ensuring that students not only memorize grammar rules but also understand how to apply them effectively in real communication settings. By incorporating structured digital exercises, multimedia explanations, and real-world applications, educators can significantly improve grammar instruction in primary school settings.

Methodology: The growing reliance on technology in education and the increasing demand for effective language instruction have highlighted the need for innovative teaching methods that actively engage students in the learning process. This study explores the use of contextual learning, gamified instruction, and explicit teaching techniques supported by digital tools to improve grammar competence among 5th and 6th-grade students. Conducted at the 7th State School in Namangan City, the research employed a structured methodology to evaluate the effectiveness of these innovative approaches. This study adopted an experimental approach to compare the outcomes of traditional grammar instruction with those of technology-enhanced methods. Participants were divided into two groups for each grade: group "a," which received instruction using innovative technologies, and group "b," which followed traditional teaching methods. The study focused on two classes: 5th grade (5-'A') and 6th grade (6-'B'), each divided into two subgroups of 14 students. Over an eight-week period, the experimental groups engaged in activities incorporating digital tools, while the control groups experienced teacher-centered, lecture-based grammar lessons.

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Innovative Teaching Techniques

1.   Gamified   Grammar   Activities

Gamified platforms like Quizizz and Kahoot! were used to create interactive grammar exercises that transformed traditional drills into engaging and competitive tasks. For example, students participated in quizzes to reinforce subject-verb agreement and verb tense usage, earning points and badges for correct answers. These activities motivated students to collaborate and compete in a friendly environment, fostering both engagement and retention of grammar rules.

2.   Contextual Grammar Learning through Writing and Reading

Grammar was integrated into meaningful reading and writing tasks to help students see its practical applications. For instance, students in group "a" analyzed grammatical structures within selected passages from short stories and articles. In writing assignments, they were tasked with creating descriptive paragraphs, focusing on accurate use of modifiers and punctuation. These activities connected grammar instruction to authentic contexts, enhancing comprehension and application.

3.   Explicit   Instruction   with   Multimedia   Tools

Explicit teaching techniques were supported by digital aids, such as interactive sentence diagrams, animated grammar tutorials, and visual flowcharts. Complex grammatical concepts, like conditional clauses and sentence restructuring, were presented in a step-by-step manner using multimedia resources. Students worked through structured activities to practice these rules, receiving immediate feedback to reinforce learning.

Sample Activities

• Interactive Grammar Treasure Hunt: Students were divided into small groups and given a set of grammar clues to solve, using digital resources such as online grammar guides and apps. Each correct answer led to the next clue, culminating in a group reward. This activity encouraged collaboration and problem-solving while reinforcing grammatical rules.

• Digital Storytelling with Grammar Focus: Students created digital stories using platforms like Canva or PowerPoint, integrating specific grammar elements

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into their narratives. For example, 5th graders focused on verb tense consistency, while 6th graders worked on using complex sentences with conjunctions. This activity fostered creativity alongside grammar learning.

• Peer-Review and Feedback Sessions: Students collaborated in pairs to review each other's written assignments, identifying and correcting grammatical errors. A rubric was provided to guide their feedback, ensuring consistency and accuracy.

The effectiveness of the methods was measured using pre-tests and post-tests that evaluated grammatical accuracy, sentence construction, and application of grammar rules. Additionally, classroom observations were conducted to assess engagement and participation during activities. Surveys were administered at the end of the study to gather student feedback on their experiences with the innovative approaches.

These methods were chosen for their ability to actively involve students in the learning process while addressing common challenges in grammar instruction, such as disengagement and cognitive diversity. Gamified tasks made learning enjoyable and competitive, contextual learning demonstrated the real-world relevance of grammar, and explicit instruction provided clarity for complex topics. This comprehensive approach ensured that students not only understood grammar rules but could also apply them effectively in both academic and practical settings. By combining these strategies, the study aimed to develop a framework for integrating innovative technologies into grammar instruction that can be adapted for diverse educational contexts.

Results and Discussion: As mentioned earlier, the study adopted an experimental approach to evaluate the effectiveness of innovative technologies in teaching grammar to 5th and 6th-grade students. Two groups per grade participated: one group received traditional grammar instruction, while the other engaged in activities using contextual learning, gamified methods, and explicit instruction supported by digital tools. Results were analyzed based on pre-test and post-test scores, classroom observations, and student feedback.

Students in the experimental groups ("a") demonstrated substantial improvements in grammar competence compared to their peers in the traditional groups ("b"). Pre-

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test scores in the experimental groups averaged 58%, while post-test scores rose to 76%, marking a 18% improvement. In comparison, the traditional groups showed a modest increase from 60% to 67%. Activities like peer-review tasks and gamified quizzes helped students in the experimental groups apply grammar rules more effectively, particularly in sentence construction and error identification.

Classroom observations revealed that students in the experimental groups were significantly more engaged during lessons. Gamified platforms like Quizizz encouraged active participation, with students competing to solve grammar challenges and earn rewards. Contextual learning activities, such as analyzing grammar in short stories or creating digital narratives, fostered a collaborative and enjoyable learning environment. In contrast, students in the traditional groups displayed lower engagement levels, often showing signs of disinterest during repetitive drills.

Student projects in the experimental groups showcased creativity and critical thinking. For instance:

- Comprehension of Tasks: Students demonstrated a strong understanding of grammar rules, as reflected in their accurate application in writing assignments and collaborative tasks.

- Task Completion: Their work was thorough and aligned with the objectives, incorporating credible sources and relevant examples.

- Outcome Quality: Projects were well-organized, with logical presentations and clear evidence of critical analysis. For example, 6th graders used present and past tense sentences effectively in their digital stories, reflecting a deeper grasp of complex grammar structures.

- Creative Approach: Students used digital tools like WordBricks and Canva to create visually appealing and grammatically accurate outputs.

Surveys indicated that over 85% of students in the experimental groups found the lessons enjoyable and helpful. One student noted, "The grammar games made learning fun, and I learned better with instant feedback." However, a few students mentioned initial challenges in adapting to the use of digital tools, highlighting the need for gradual integration of such technologies.

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While both traditional and innovative methods yielded learning outcomes, the technology-driven approaches proved more effective in fostering engagement, comprehension, and application of grammar rules. The traditional methods helped reinforce memorization but lacked the dynamic and interactive elements needed to captivate and motivate students in today's digital era.

Conclusion; This study demonstrates the transformative potential of innovative technologies in grammar instruction. By incorporating gamified platforms, contextual learning strategies, and explicit instruction supported by digital tools, educators can address traditional challenges such as student disengagement and inconsistent prior knowledge. The experimental groups showed significant improvements in grammar competence, engagement, and creativity compared to their peers taught through traditional methods. These findings underscore the value of integrating digital tools into grammar teaching to create an inclusive, interactive, and effective learning environment. Technologies like Quizizz, WordBricks, and multimedia aids not only enhance grammatical accuracy but also foster critical thinking, collaboration, and lifelong language skills. While traditional methods have their merits, the dynamic nature of innovative technologies makes them particularly suited for today's learners. As technology continues to advance, its integration into grammar instruction offers even greater opportunities for educators to engage students and enhance learning outcomes. Despite initial challenges, the benefits of these methods make them indispensable tools for modern education. Future research can explore expanding these approaches to other language skills and contexts to further understand their impact on language learning.

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