

Innovative approach of the wordwall platform in teaching mathematics

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Received: 23 October 2024; **Accepted:** 22 December 2024; **Published:** 09 January 2025

Abstract: The article describes ways to use Wordwall software and teach mathematics using the Wordwall platform. Recommendations are given on the effective organization of students' learning through the use of digital technologies in the process of teaching mathematics. In order to further increase students' interest in science through the Wordwall program, information is given on the use of several advantages of the program in the course of the lesson.

Keywords: Digital technology, innovation Wordwall, platform, program.

Introduction: Today, one of the main tasks in the education system of our country is to use information technologies in the educational process that meet the world's requirements. We know that human life cannot be imagined without digital technologies. Digital technologies are also significantly facilitating communication between people. The speed of this understanding is so great that it is fundamentally changing human life. Digital technologies have penetrated into areas that play a major role in human life, namely medicine, education system, public services, business and other areas. Digital technologies, in turn, have had an impact on the teaching process. By using digital technologies in teaching, it is possible to organize the lesson process in a better way and to increase students' interest in science and their activity in the lesson.

METHODOLOGY

The advantages of digital technologies have greatly reduced paperwork, made it possible to communicate from anywhere in the world, and demonstrated the possibility of remote work and study. Also, digital technologies have taken their place in education. This

information technology has created digital learning platforms in education. Learning has become easier through online classes. If we use innovative technologies in the course of the lesson, the lesson will be very interesting and understandable for students. At the moment, great news is happening in the field of education. The use of modern teaching methods leads to high efficiency in the teaching process.[1]

It should also be recognized that ideas about innovative technologies and interactive methods in education do not have a stable and perfect form. Each teacher can bring innovation to education individually. Innovative technologies arise from the teacher's dissatisfaction with his work. "Activity renewal is carried out in 3 stages, i.e. preparation, planning and implementation stages." - said the famous pedagogue A. Nikolskaya.[2]

Today, digital technologies, interactive learning, self-learning, distance learning technologies occupy a special place in the educational process. For example, in interactive teaching technology, students have the opportunity to evaluate their knowledge in real time, where, for example, the "Wordwall" platform combines tests and games to strengthen knowledge. The organization of classes based on the Wordwall

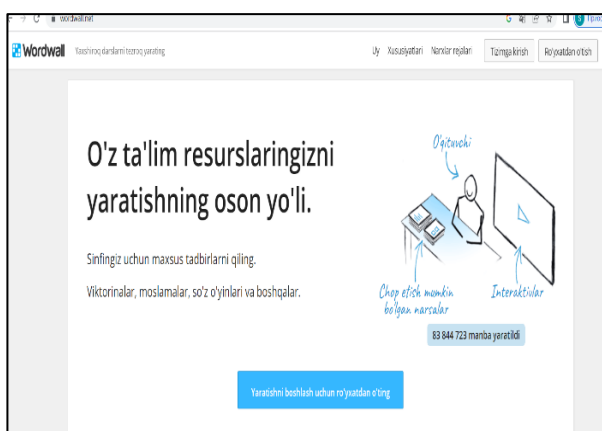
program is growing significantly. Wordwall's features include: creating interactive games, creating fun-looking puzzles, and more. The possibilities of the Wordwall platform are very wide, which means that it is easy to assess students in real time, it is suitable for all subjects, and it is very convenient for distance learning. The reason is that it is easy to deliver the task prepared on the platform to the student through a link. Using the capabilities of the Wordwall platform, several scientists have conducted research in order to strengthen students' mathematical knowledge and increase their activity in the course of the lesson. Indonesian scientists Alna Salsabila and Ayu Tsurayya

have shown that Wordwall can increase students' activity and specific factors, and that including Wordwall educational games in the classroom can increase students' knowledge level.[3]

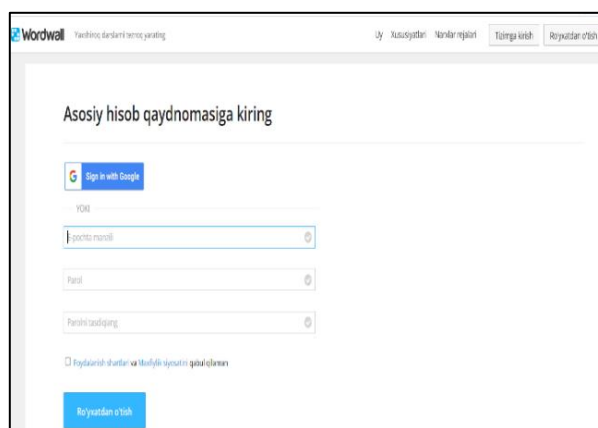
The Wordwall program began in 2006 in a high school classroom in London (UK).

The steps to use the Wordwall platform are as follows:

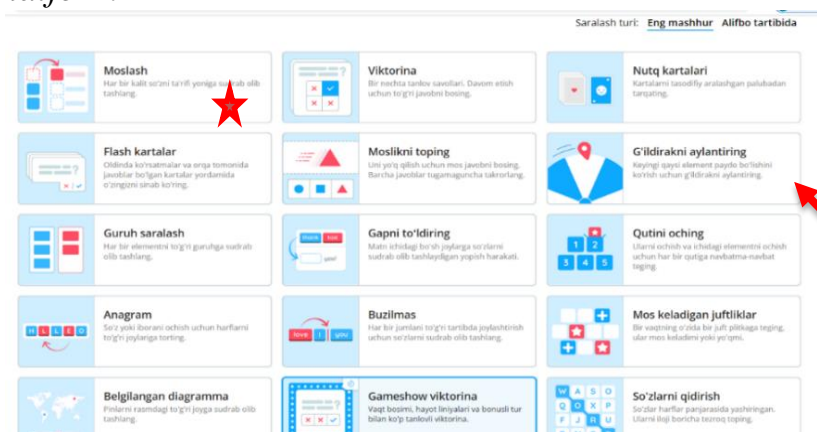
- 1) registration to the platform through the site
- 2) create a task
- 3) sharing with a pupil or student
- 4) monitoring the results.



Picture 1. The first page of the Wordwall.net platform



Picture 2. Registration section



Picture 3. Platform window with templates

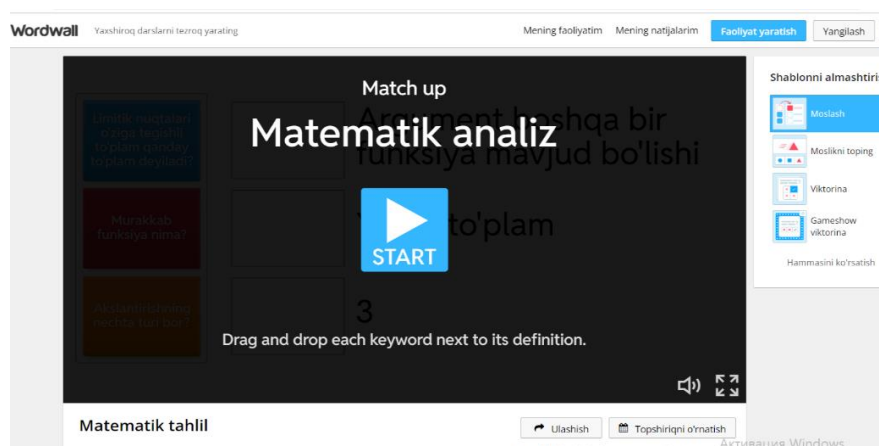
RESULTS AND DISCUSSION

We can provide students with questions or tests through the appropriate section for the subject in which we apply this program. We used this platform in

the field of "mathematical analysis". In the lesson, we used parts of the platform such as match and spin the wheel. Questions are included in the matching section as follows:

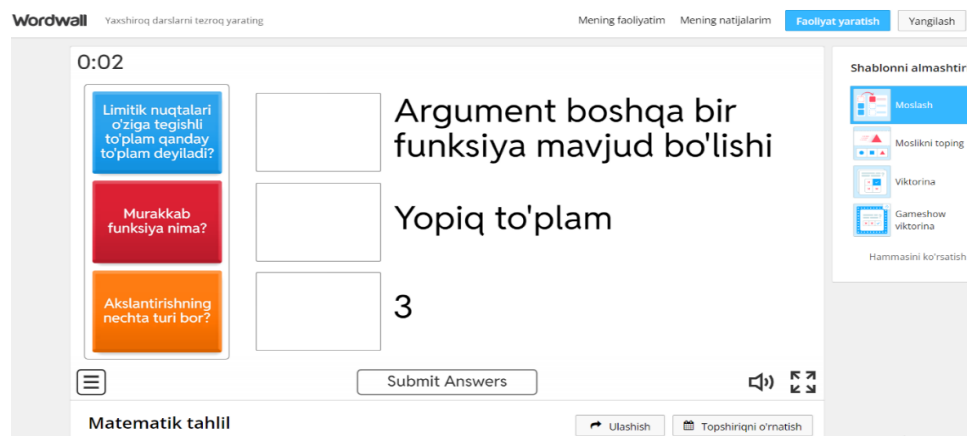
Picture 4. If the questions are written in this section, then the appropriate answers are in this section

The game starts after the questions are made. In this form, we press the start game button.



Picture 5. View of the beginning of the game

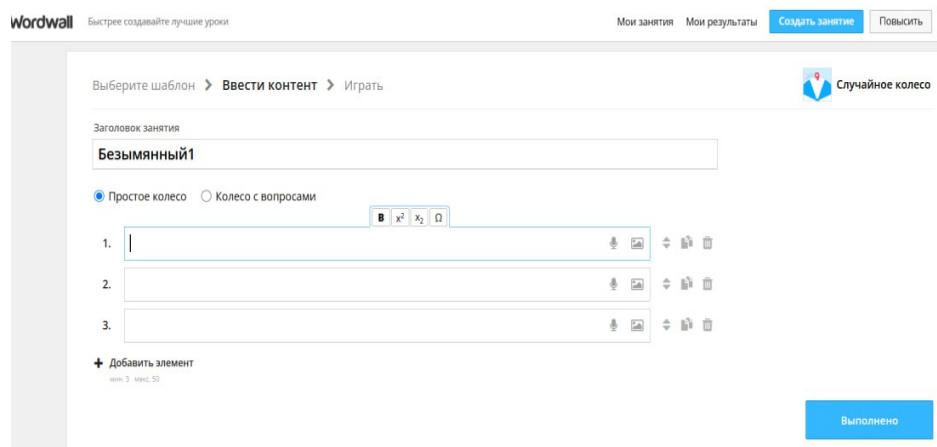
After pressing the start button, the game starts and an interesting process begins for students. This will appear on the screen as shown below.



Picture 6. Display of questions on the screen

Questions of this form were given to the theoretical part. For the practical part, examples from the Spin the Wheel section were prepared and presented to the

student who appeared on the board. The student spins the wheel and shows the resulting examples.



Picture 7. The process of creating a question for the Spin the Wheel section



Picture 8. The questions will appear on the screen in this way

This platform, which creates a wide range of opportunities in practical lessons, serves as an auxiliary tool for obtaining very useful knowledge. No matter how many pupils or students there are in the class, it is very easy to focus on each participant with this platform. The number of questions for the lesson ranges from a minimum of 3 to a maximum of 50.

Our use of the WordWall platform in the course of the lesson has shown that the students' interest in mathematical analysis has increased, and that it has significantly helped students master mathematics, and their level of analytical and logical thinking is high.

CONCLUSION

WordWall is a convenient and effective online platform for creating interactive tasks, which serves as a useful

tool for the teacher to use time in the educational process, and for students to gain knowledge due to maximum flexibility and ease of use. Students develop the ability to quickly make decisions, discuss and negotiate, and do things step by step, not only when solving examples and problems, but also in various situations in life. If we want to use more features on this platform, as in other programs, we need to purchase paid content.

In short, the Wordwall platform, which is one of the advanced information technologies, combines many possibilities and creates a number of conveniences for teachers in providing quality education.

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