

The role of modern educational theories and computer technology in the development of intelligence

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Abstract--- We observe that the psychological state of each student is different in the learning process. Some students lack self-confidence, are ashamed that their answers are wrong during class and refuse to answer, thus becoming more passive. The pupil who solves problems interactively in front of a personal computer and plays educational computer games is no longer afraid of him or the machine, there is a return between him and the computer, he enters the answers that 'he thinks in the computer, sees his errors immediately tries to correct them. increases. From this point of view, the importance of educational computer games in the independent activity of each person cannot be compared to anything. Educational computer games have repeatedly proven to be a very effective tool for bringing learning to a new form in the classroom and in extracurricular activities. Those who play these games criticize the problems they face and find different ways to solve them. The player later acquires certain skills that will be useful to him and uses them to play more successfully, his skills constantly improve during the game.

Type of Paper--- Review

Keywords--- educational theories, computer science, mental development, intelligence, measure of intelligence, coefficient of intelligence, coefficient of intelligence, intellectual games, mental games, classification of games, different characteristics, consciousness, memory, socio-cultural phenomenon, computer lessons

Introduction

The intellect (Latin intellectus "to feel, to understand, to understand") is a quality of the psyche, of mental capacities, of logical thinking, of the systematization of information on the basis of analysis, the search for connections, patterns, differences in information, which results in the successful implementation of any activity, problem solving and understood as the ability to solve. According to the American sociologist, Professor Linda Gottfredson, intelligence is about understanding the nature of events and how to act in situations, including decision making, planning, problem solving and experiential learning. The article explores theoretical questions that help increase the mental development of students' mental abilities and brain functions, ways and forms of achieving goals using intellectual games, as well as modern computer technology.

The intellect, its structure

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The parameters that shape the distinctive features of the human intellectual system include:

- working memory, predictive skills, logical thinking, rate of use of tools;
- Systematic hierarchical selection-indexing at several levels (6-layer neurons) of valuable information;
- awareness;
- memory [14].

There are different approaches to the structure of the intellect.

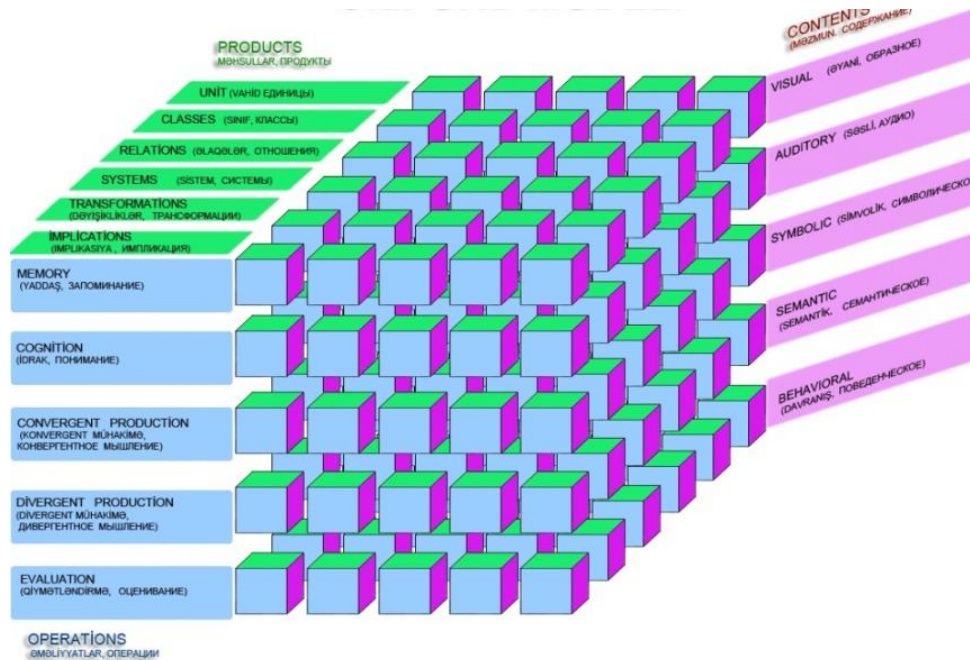


Figure 1. Structure of Intellect model Guilford

According to intelligence reports, the US psychologist JP Guilford, three basic parameters:

- The content of the work, and "product".
- content: visual, voice, character and behavior can be semantic.

operations Cognitive (perception), memorizing diverging reasoning, judgment and evaluation are presented convergence.

"Product": The unit of the object (the number or guess the word), a class of objects (objects that distinguish species is classified), relationships (contact between objects), the system (number of objects, the majority of the organization to define the rules); Conversion (Conversion change material transfer) effect (scope undefined situation prediction results) (3; 4, p. 17).

Each parameter is independent and contains specific elements. Thus, the property of the human mind (psyche quality talent) is measured and evaluated separately.

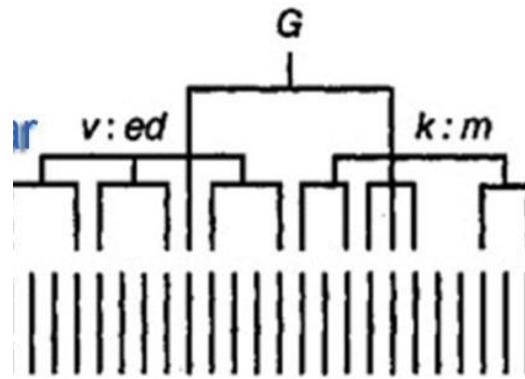


Figure 2, intelligence structure (n. Spirman, S. Vernon approach)

According to S. Spirmanin The ability to form the various relevant parameters.

Vernon C. hierarchical approach to the development of intelligence theory proposed hierarchy at the peak factor G Spirmanin ° C, and then extensively verbal formation (BR) and experimentally-mechanical (km) factors in the group. They are divided into subgroups.

IQ measurement

(HR, IQ)

IQ (HR) as an indicator of the human intellectual capacity determined by special tests. For the first time in the XIX-th century, French psychologist Alfred intelligence test was prepared BINE.

$$IQ = (\text{Intellect age} / \text{the true age}) \times 100 \text{ (Villa Stern and Alfred Bean)}$$

According to H. Wechsler, IQ is calculated as follows:

$$IQ = 100 + \frac{15(x - \mu)}{\sigma}$$

There's - determined price (points);

μ - average for the age group;

σ - random dispersion of prices.

Currently, the most popular intelligence tests Sternford-BINE, Wechsler Intelligence Scale for Children (WISC), the Wechsler Adult Intelligence Scale (WAIS), Kaufman Assessment Battery for Children tests (Kaufman-ABC) (8, p. 16). Although tests Ayzenkin HY H. Wechsler, J. Crowe, R. Amthauer, RB Kettelin tests considered more accurate.

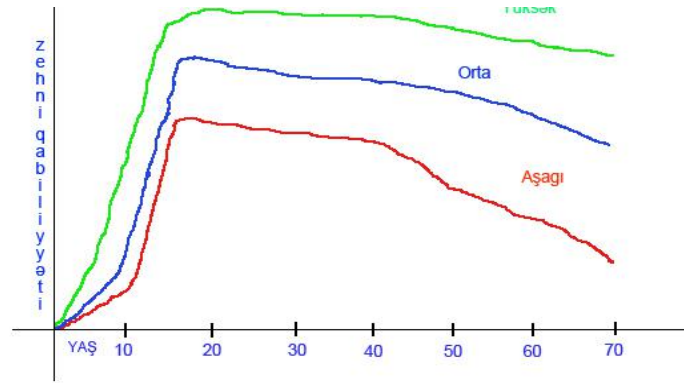


Figure 3. Different groups of mental faculties

Intelligence quotient (IR), depending on the age-related changes

As shown in the graph, the growth of talent between the ages of 6-12 years, almost reaching the highest point of the line, and about 15 years old. Therefore, in order to achieve a higher level of pre-school age students from HR indicators of purposeful action, colorful, diverse training, for many years, the most effective use of the intellectual games can bring results Thanksgiving.

Table 1. Classification of people, according to IR

The classification of people, in accordance with IR (I. Billy 1966) IQ Group Points	
above 140	talented
120-140	very talented
110-120	capable
90-110	normal
80-90	talentless
70-80	Border class
poor whites	
50-70	moron
25-30	Imbesil
0-25	stupid

number	IQ	The level of	Population, %
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		intellectual development	
one	130	very high	2.2
2	and >	high	6.7
3	120-	Well, normal	16.1
four	129	average	50.0
five	110-	normal low	16.1
6	119	Border zone	6.7
7	90-	intelligence failure	2.2
	109		
	80-		
	89		
	70-		
	79		
	69		
	and <		

Mind games as a social and cultural phenomenon.

"Teaching and learning are not very important for defining technology, but technology is essential for their use in the learning process because it differs from others in its presentation features". (T. Alizade (2019).

At first glance, the game - an ambiguous word, but only to draw attention to the variety of definitions and encyclopedic knowledge, education, cultural practices, its key role in the activities of human life and the right to form a further comprehensive analysis of this phenomenon is required. Any action, reality, reflecting the unique experience of the younger generation to understand and accept the game as one of the conditions that lead to the successful development of the company over the years accumulated a wealth of experience of life, as a means of knowledge transfer, training and education in the basic techniques of one technology. All living beings are born from the life that accompany this type of activity for children, for young people to develop self-understanding, ozunureallasdırma around learning experience winning a certain direction, knowledge, skills and habits, life skills, values and education for seniors (grandchildren, along with a variety of games, crosswords, etc.) to increase the motivation for life, health is an important tool. In the game, the highest percentage in the learning process, preschools, elementary schools, the percentage of large classes V-XI reduced At all times, the world-famous psychologists, the researchers wrote, noting that in the game the importance of human life: "... a very big impact on the development of intellectual skills of the game in the air to determine, as necessary as food ", "... real, real life in childhood, compared to trace deeper into the brain game. .. "" ... an intelligent "ladder" is a game that the creative possibilities of growth s, gaining completeness person receives during a game, before the culture, He creates a "Game Man» and «Creator of man" is the same vital functions ... "" ... play an important foundation of human civilization, the foundation "" ... the game in search of symbolic form of perfection. The motif of the game in the process, and not as a result of the process, stakeholders, leading to the development of their intellectual and emotional ... "" ... every game in school age children, is a method of self-education ... "" ... the game of public relations "score" is, in the development of mental functions is one of the leading forms of children and the real world (the world of adults) is a way of understanding ... "" ...

In order to achieve positive results that people care ogculugu scene simulation (game) the creation of plays and, thus, more correctly, to learn how to make precise movements. Hunters good hunting negotiations, as it

happened, was presented the motion. In this case, the elements of real action of the game - a game in which the main components of the technology developed symptoms. In the first games there is still evidence that the period of the initial defense capability of the forces of nature for the formation of educational games Elkonin D.B. was marked information transmission (transmission) as a means of higher magical significance. In this ritual games from the following: the differences may be. In order to achieve positive results that people care ogculugu scene simulation (game), creating the game, and thus, more correctly, learn how to make precise movements. Hunters good hunting negotiations, as it happened, was presented the motion. In this case, the elements of real action of the game - a game in which the main components of the technology developed symptoms. 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- In order to simulate a real job
- Working together to find a way out of problem situations
- Play a role, and so on.

He does not play a significant role in the rites and rituals of the feudal society. During this period two types of games: Theatrical games (theaters) and sport occurred. The game included the main part of the free time people. Participants in the game, flexibility, vision, sense of humor and so on. It has been stated. For a long time it has been available in the form of games, children's games. But in our time, the game is not only training and education of children, but also has great significance in the re-development of the summer.

It is clear that the system of humanistic relations, which emerged in medieval European thought and was centered on man, was applied to all humanity in the concept of international law of the twentieth century, but now it has acquired a new meaning and encompasses technological "beings". However, it should be borne in mind that in the future, the age of advanced technology, countries have begun to implement laws that prohibit the destruction and fragmentation of toy dolls and robots by humans. So, different and new concepts of humanism are waiting for us, which will completely change our worldview.

German scientists in the early twentieth century K.Gross «The spiritual life of the child" in his game, or teaching method, called the theory and wrote * "... if your goal is to form the child's age, life skills children develop, hazırlamaqdırsa Hereafter. the process leading car in the technology game "Game Stern VL« serious instinct light rays "cause K.Gros supported his view KL Byuler enjoy the game as a source of functional activity accompanying written analysis process .. Freud:" ... children are very serious about the game, and in this case, "vitality" are included. Children's feelings are expressed through the game. "

Indeed, their own children through the game in the "world" and through the creation of this virtual life to imitate adults, and practice, study, trying to make changes in the physical and mental activities. Child's play, and the game is not a shame to hide an adult. Adults play a monitoring and analysis of the results of evaluations using their intellectual abilities of the child, to identify priority areas for the further development of the child. experience in game development. Children develop, because the game is played, because it develops.

The game refers to children's games, sports games, commercial games, but also art, music, literature, cinema and theater, and even intuitive and creative activities and military policy and scheduled games. For simple circuits games people shorter formula, it can not be explained with the help clear statements.

The basic concept of the game is to match the methodology of the educational process in the form of conventional (standard) situations of social experience (knowledge, skills, abilities, emotional functioning, science, culture, ...) to establish all forms of serious again. Leontiev three main types of human activity, in the works: work, play and learning are recorded. All activities are closely related to each other. Psycho-pedagogical analysis of the literature of child development area and allows self-actualization game (14; 15; 17; 19; 21; 24).

German psychologist K.Gross game "elementary school behavior" and stated that, regardless of any internal and external factors of motivation each game should be a school for children with life

Ministry Druzhinin believed that the main function of the intellect - to build predictive models, to find a range of possible actions in the future. Games - one of the main tools that affect the development of intelligence. Spatial perception, sensory and motor centers of the brain enlarging. Age increases the children's games are becoming more serious and more complex (children's games business games, until it locks) in the first year of a person powerful for a variety of colorful games deal, if a broad base of knowledge, appearance, more flexible thinking, the ability can come to life community members increases the likelihood of success.

The game, which follows the rules of behavior of intelligent, purposeful activity. The game is similar to an adult career. Results are identical in features and further.

Games: - preparing for the future of natural forms of child labor. Children are always playing the game of his age and the elements in the interests of the game definitional sense, and that they will lead to the development of relevant skills.

- Schoolchildren sphere of social creativity, social and creative way, creating the possibility for self-expression. The game itself is very informative and the child in the process of "discovery", and learns a lot about yourself.

- The search for the child to find a place and role in society
- a unique phenomenon in world culture, its source and summit.
- the active form of the child. Through the game he learns and gains experience
- the process of formation and development of knowledge and skills in different directions

Games - one of the main tools that affect the development of intelligence (8; 9; 10;11).

The game is so versatile, original, unique, and its boundary is so wide that it is accurate, it is not possible to give a brief definition

The role of science, teaching, business, drama, sports, military and others. concept of the game was created. Without a doubt, their pedagogical function and purpose. But intellectual understanding of the game is still in its very nature, there is no consensus about the origin. It is no coincidence that the German philosopher E. Fink game ekstensial considered phenomenon, and his opinion "... one of the ways and means of understanding the intellectual game, understand the man himself ...". K. Gross notes that the intellectual game for the first time used the phrase. For the life of people engaged in physical labor Qroosa «additional" intellectual game has a special feature. The game in person intellectually, emotionally compensation occurs in intellectual games, which involved human failures, conflicts with the stress ...

Test, sarad, puzzles, anagram mysterious questions, and so on. The first attempts to create an intelligent game, as history. A new attempt to extend the concept of intellectual game, in 1975, prepared by journalists and artists VY Voroshilov "What? When? Where? "There was a TV game. It should be noted that the since the United States in 1964, "Quiz" and «Jeopardy» («What? Where? When?", "Brain Ring" coincides with the prototype), so there is a game that shows the nature, despite the their intellectual game can be called Merv Griffin, author of many countries will be well known Jeopardy - TV game - quiz on NBC in the United States since March 30, 1964 broadcast 5 times a week.

Table 2. Jeopardy in some countries, the options of games

a country	Local name game	Date aired
Australia	jurisdiction	1970
Arab countries	Al Mahaq	2011
Great Britain	jurisdiction	1990
Spain	Riesgo!	2007
Italia	Rischiatutto	1970
Latvia	risks	2014
Poland	Va Banque! (All in!)	1996
Uzbekistan	Antiq Mantiq (rarely logic)	2010
Japan	Gran test	1970

the USSR	What kind? Where? When?	1975
Azerbaijan	"What where When?"	1989
Estonia	Kuldvillak! (The Golden Fleece!)	1979

Puzzle games since its inception, as well as a means of entertainment, clever, relentless pursuit of knowledge inherent in human nature, the desire to develop reallasdırırdı endless. Only very understanding can not enjoy the first participants in the game, and the skills of the new communication, expand their worldview, they were motivated to expand their knowledge. Questions and tasks of different complexity hosts, presenters, educators, psychologists and mental game age level, comprehensive approach to the psychological aspects of higher education, were to determine the characteristics of the different scientific fields use.

«A Beautiful Mind» chess, checkers, checkers, puzzles, and so on. Association in a pose. But, for example, the folk art of oral puzzle genre, as opposed to the intellectual games that are aimed at testing, but also cultural and communicative development to stimulate erudisiyanı expand to increase the level of knowledge, response and participation in the decision to "go on" mind games Parties continue to strive to improve (6; 7; 11).

Various countries (Japan - 1986-1987; United States - 1980-2002, Israel - 2001-2003) Experimental results showed that people who are engaged in intellectual work that they believe that the youngest. Famous psychologists and educators (Leontiev, Piaget, PIPidkasisty, D.Raven, LSRubinshteyn and b.) It is confirmed that the full potential of the human brain is immeasurable. The ability of the human mind, of course, is the highest manifestation of genius. Connection, one can not be just an intellectual game young, but young people do not draw. Old age is so much demand for some people to engage in intellectual games. Authentication KE intellectual and creative abilities Tsiolkovski wrote: "... I was previously known,

Thus, the intellectual game - individual or collective basis for a limited period of time more efficiently with the help of ideas, knowledge and social reality in order to understand and solve the problem. Play games and educational activities that combine the intellectual, theoretical thinking, develop basic mental operations (classification, analysis, synthesis, etc.) must be performed. On the other hand, the result of the game to get a tool (for example, to win the race). Mind games range is very wide, but their essence is the same: the objectives of the development of solutions and the creative process is carried out in a new way is found or a new object, observation, comparison and analysis skills, models, relationships, relationships and dependencies, find patterns, mergers and so on. It requires no special mental qualities as creative and intellectual abilities, and all these people together. Puzzle games complexes tend to find innovative solutions, teaches, helps to understand the problems of the team, the skills to form the rate of an individual player's reaction increases the reaction rate on a collective basis. At this time, none of the participants alone can not achieve a new quality - compile information, knowledge, skills, achievements. We would like to clarify the nature of the game a little more intelligent: the formation of professional skills, self-study Player reaction increases the reaction rate on a collective basis. At this time, none of the participants alone can not achieve a new quality - compile information, knowledge, skills, achievements. We wanted to clarify the nature of the game a little more intelligent: the formation of professional skills, self-study Player reaction increases the reaction rate on a collective basis. At this time, none of the participants alone can not achieve a new quality - compile information, knowledge, skills, achievements. We would like to clarify the nature of the game a little bit trickier:

Intellectual game - progress has been made in accordance with the ability of human mental activity. Intellectual game, there is a problematic situation, the generation of ideas, the best idea, selection, analysis, examination is carried out.

Scientific theories, teaching, educator and psychologist game of JP, analysis of practices, intellectual game based on the opinions of Guilford, psychological and pedagogical aspects of the classic CR Drujininin allow to specify details:

Intelligent game - thinking and memory to fully participate in the operations oyundurIstirakci-players mentally and understanding, aims to determine the material submitted. Answer or accuracy of the solution, given the situation in the logic (truth) of the approximate solutions to approach (the only correct answer to the purchase of a faceted search) and divergent (different directions, search, for example, in the simplest case, brainstorming method) performance in the game.

Classification intellectual games

The game, which is a part of educational technology, educational technology, considered as an element of the process. In our time, the learning process more interesting, active learning methods are used for effective teacher, assistant, students in the role of the researcher. Computer classes, students in the program, problems with knowledge, skills, abilities, values and skills, improvement of working conditions of the computer. Course work in a more creative, logical, critical and creative thinking, develop intellectual games, cooking is not regularly used by students for future life. Nevertheless, the game is expedient methods, the methods used in the teaching process, the desired and expected level, you can improve the efficiency of the process of learning, creativity and entertainment, students more easily and quickly adopt the material. Many games are made to teach technical skills (attention, memory, analytical thinking, imagination, etc.) leads to the formation and development. As we mentioned, the game is the use of technology in the educational process, in spite of the many advantages that this technology is not satisfactory. The following methods and forms are used more in the classroom:

- dialogue
- teamwork
- information minutes
- "Scientific approach

Dialogue, communication and training in the role of speech in the games held between two or more students.

The task group settled with the joint activity of students in the process and so on. If you are using games to teach students to be more involved in the process, to creative methods in practice because in games work forms (individual, couples, small group, team) uses most of the creative activity of pupils, opens new opportunities for intellectual development . Games also help the students to be disciplined. Each game has a system of rules, not break them. Private laws of the game from the world of reality, and this is an interesting form of "peace" the students to act as he did. Overcoming the psychological barrier between teachers and students of the game to help the relationship. "Alive", creative, create an unusual working environment.

Playing in the school of modern technologies should be used as follows:

- concepts, problems, and even improve the quality of education, the development unit
- As part of the lesson or lesson
- Class, school and organization of work.

A game:

1. Free, development readily blissfully process is
2. Creative, impromptu events
3. emotionally intense optimism, racing, competition, character

4 takes place in the framework of certain rules of the game content and reflecting elements of social experience;

5. professional or social environment for modeling, simulating nature of human life;
6. Time and space. which does not depend on the selected location and duration of activities

The most important feature of the game is that in the most extreme cases, children and adults who act like they are moving to overcome the difficulties. At the same time, such a high, almost always without coercion, voluntarily appear. Very active, high level of emotional honesty of participants, creates openness. Sometimes party games psychological defense "throws" Vigilance is the truth loses itself. This can be explained by the fact that the issues related to the game when the game is very addictive, and therefore can not stand against other issues.

Game technology in another difference learning technologies:

- close people of all age groups are well known to them in this type of activity, it has become a habit for them to deal with
- property nature. Users associated with cognitive activity, initiative, perseverance, creativity, imagination, desire requires;
- knowledge, skills and competence transfer (transmission) on;
- multifunctional, it can not be limited in their impact on the human factor
- On the basis of competition, competitive factors in the individual, collective, is an activity organized in groups
- any prize (physical, emotional, psychological, etc.) allows you to receive.

Educational games are a key difference - should be clearly defined learning objectives and teaching results of other games, so the results of learning and cognitive aspect, obviously, justified and should be noted. Pedagogical technologies in the education system in order to use the classification of gaming technology, the game is not enough to know the difference between technology and teaching methods. Teacher games and the role of technology in the learning process to determine the location of the game and learning are important elements in order to be used together. Feature to differentiate the game environment, the game is determined by the characteristics of technology and gaming technology in the gaming environment is important to classify. Gaming technology, in particular, educational games are very different, Although the source of colorful ideas stems and other features, characteristic. During the game, a variety of forms (models, drawings, written or oral instructions.) Problems: There are so many different types of information for students, the presentation is familiar to most enthusiastically takes part in the game easily. The efficiency of the game, the first consequence of the use pattern systematic, as well as the inclusion of the tasks of the game depends on the didactic program. The game is a set of technologies, content, plot, characters, or a specific part of the course covers lessons. The plot of the game is the main content of teaching and learning, to promote the development of a number of elements in teaching promotes. Education block individual games, which includes elements of technology, the development of the game, which is not easy for every teacher, but I find a solution, which would mean a huge benefit.

Classification of different games:

cognitive activity of students, intellectualising applied to game development:

- things found themed dance group, there Mobzulara items, toys, through shape, color, size, texture and training concepts, wild animals, become familiar with the environment.
- creativity (role-playing history) Game Group, This is a story-form of intellectual activity. This group, for example, "Millionaire" mind games like the game - travels also included. Geographical, historical expedition nature of books, the use of electronic means, a virtual expedition, museum trip. A distinctive feature of these games - it is a creative imagination, which provides a unique form of activity, activity of thinking and originality.

- educational games - games in which the rules of the group, as a rule, include ready. Such games to open the student's ability to solve Password, and most importantly, requires knowledge of the subject. Well developed on the basis of the principle of self-didactic games. As you know, the training consists of two stages: data collection is necessary to make good decisions. Stage of preparation the student experience. But it takes a lot of time to gain experience. The development of psychological games: crossword, quiz, questions puzzling, puzzles, sarad criptogramme other. The study raises the interest to the individual needs of each student will contribute to the development of cognitive functions. The most valuable feature of didactic games every student to know to get effective results in addressing these and other issues.

- This group of professional activity (construction, labor, maintenance, technical, etc.), reflecting the games. Students in these games, the creative process, their own or someone else's evaluation of performance, creative tasks, learn to be competent.

- *A Beautiful Mind (which affects the mental sphere of work, play, exercise) Racing game is the nature of competition. At the level of preparation of students tested.*

During the games, different kinds of teaching methods mentioned are many ways to organize activities of teacher training and educational arsenal victory.

The second classification is based on the principles of the creation of the game:

- *play the role*
- *organizational and educational games*
- *business games*

Although the principles of various games like this, there are significant differences between them. All games in one form or another are three main educational (training), carries the goal of education. Each game will determine the participants with the knowledge, skills and quality, is the formation and perfection (28; 29; 30; 31).

Organizational and educational games aimed at addressing problems such as the specific organizational forms and methods of collective action, stimulating and creative problem-solving 80 minutes, as well as in the field of intelligent widespread. These games are the best solutions to complex problems in the real world Collective, opening tool, used as a tool.

I recently found wide application in various fields of business games. Business (Business) or imitation (simulation) games for solving research problems, forecasting, proposed innovation, testing and so on. become accustomed. These games simulate a real production environment, the player (s), reflecting the specific problems and situation, simulated training activities to improve. Participants who play a role in the business of the game without the proper knowledge, skills, values, involved in the process in which they understand. The fact that the efficiency of the game, the player, as a direct participant in the case, the process can understand the intricacies. An interesting aspect of the business game is a well-organized and other observations show speciality.

Business games are divided into two groups:

- educational games
- research games

Focusing on the development of new knowledge. Games were not presented in the form of verbal information, the previously mentioned study of the game.

It is used commonly taught in school plays. Business is one of the main methods for active learning games. Imitating the distinguishing sign of the business model that meets or imitation. Imitation model of organizational and educational roll and organized games.

role-playing games and children multifaceted approach corresponds to the highest form of development. It reaches its peak in the years of teaching preschool, primary, even if it does not work in his place in the main role in the game will no longer teach. Board games can be classified in accordance with various aspects. In accordance with the classification of the level of complexity of the role of the following games:

1. War Games
2. Tale of the game - these games are taking part in the fairy-tale characters, magical, fantastic moments
3. historical and ethnographic games. Historical events, literary works can be carried out on the basis of scenarios or personal organizers;
4. Information games belong to a class of relatively quiet games. Selection of participants is limited to a very active game activity. There is also another name for these games, intellectual games.

In techniques game participants training and all-round development of intellectual games are important.

In accordance with the classification of the securities games Selevkoya:

- Kind of activity:

Physical (motor), intellectual (mental) labor, social and psychological

- Due to the nature of the learning process:
 - Education, trainingal, inspector, generalized
 - cognitive, developmental, learning
 - Reproductive, productive, creative;
 - communication, diagnostics, professional, psixotexnik and others.
- In accordance with the methodology of the nature of the game:
 - Predmetli (found objects), story, role-play business simulation - dramatization.
 - At the same time, especially for teachers who are interested in computer games.
 - These games can be classified as follows:

Video game genre:

- genre - the game can be attributed to one or more genres, special circumstances to create a new genre or may not belong to any genre
- depending on the number of players and their interactions, multiplayer
- According to visual text or graphic design tools can be used in the game.

Genre classification:

- Act
- arcade
- simulation game
- strategy
- sports
- adventure games

- play the role
- logical games
- computer realized traditional and board games
- and the development of educational games

According Smelev AQ (the end of the 80s), in the psychological classification of mental functions are included in the game are based on:

- ✓ Formal logic - to stimulate the thinking of combinatorial games. Master mind group Rubik, chess, checkers included.
- ✓ intuitive thinking, exciting games, cards (poker) bet and so on.
- ✓ Player speed, flexibility, attention to games that require concentration. Sports games such as tennis, football, billiards, games Abstract: Lovi, tetris, war games, the battalion commander, and so on.
- ✓ then run the game (Pakman, wiki-Dag), these games were involved in the sensation of the emotional component of perception and combines intuitive thinking
- ✓ Avanturin games (adventure, or arcade) where the player takes all the playing field, "a visual maze game as" participant observation requires active thinking. These games develop abstract modeling
- ✓ strengthening the system of knowledge about the specific subject-gaming simulators (rally, Babytype etc.)

Educational computer games provide an opportunity to resolve a number of issues:

- ✓ Scientific - practical results in the formation and development of practical skills;
- ✓ exchange of experience in solving practical problems;
- ✓ Improving the ability to solve problems collectively;
- ✓ The development of communication skills with different types;
- ✓ the development of creative thinking;
- ✓ chat with friends (contacts) in the process of identity formation and development of individual behavior;
- ✓ Active forms of education and methods to eliminate the psychological barriers.

Many educational computer games created using Macromedia Flash version, it - dance, visual, accessible and colorful. Educational computer games are designed for children of preschool and primary school students. These games are associative and logical thinking skills, children develop the habit increases.

C.A. Shmakov game of the following functions (Shmakov, p. 14):

- socialization function of the game - it is a powerful tool for children to enter the system of social relations;
- International communication function - to master the universal values of games, allows you to learn the culture of different peoples;
- function - a vital game in hand to overcome the difficulties associated with specific projects and the establishment of a child testing practices, on the other hand, can detect flaws in practice;
- communicative function - game communicative activity, the child real context of complex human relations, will allow the content to be included;

- Diagnostic function - the student plays the intellectual, creative abilities, emosionallığını and others. allows evaluation;

- therapeutic function - corresponds to the behavior of the child, to communicate, to overcome various difficulties in learning how to use the vehicle.

El'konin psychology of the game, wrote: "... the effectiveness of therapy in the role of games in the games that are installed on the newly acquired experience in the field of social relations (Elkonin, p. 125).

Coercion and violence, rather than the role of the student in the games created with peers or adults for freedom and cooperation - it is a new experience, a real relationship, resulting in a therapeutic effect students bring to the games. "

- correction function - adding positive changes in the structure of the personal qualities of the child;
- Entertainment function

By AQ Smelev computer games, self-control, testing, psixotreninq, social adaptation and the need for rest and so on. There are functions that reflect the need.

In considering the nature and function of the game should be noted that in the game - one of the basic needs of people, especially children. The content of the game is to participate in the child's environment, culture varies depending on the situation. It is believed that not only the content, but the game is in the general trend of social situation (situation) depends. During the game, a lot of people in need of life saved.

As a powerful tool to overcome the difficulties of the game for many years been successfully used in education. Game technology has great potential in terms of priority for educational purposes: to work independently of each other, the relationship, the formation of a subject position of the child and so on. The game is a unique phenomenon in the various fields of human activity, as well as pedaqogikada can not be used. The teacher in the learning process and prepare the games, such as the development of human society from the experience of the first steps in the transmission (transfer) serves as a tool.

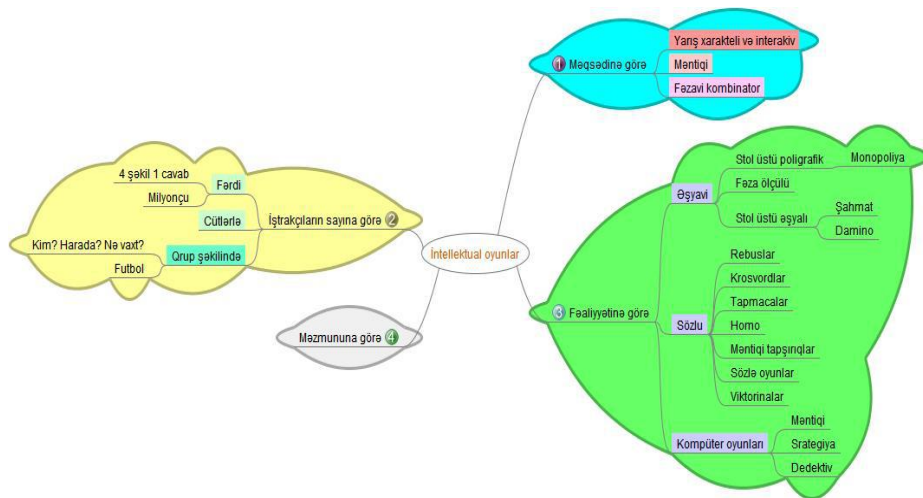


Figure 2. Classification of intellectual games

Computer science courses in the game due to the use of technology in the organization of the psychological - pedagogical features

Find humane ways that affect the child's personality is one of the main problems for teachers. It occupies a central place in the life of the child to the game and during the game it is a safe, convenient and psychological freedom, feel the width.

The teacher plays an important role in organizing the game environment. Student participation in the game, the gameplay, the professionalism of teachers requires an explanation. For correct use of the elements of the game is to teach the teacher classification of games, it's not enough to function. The game is a game based on the lessons of preparation and organization of training activities with the help of psychological methods - pedagogical features of the study, it is necessary to take into account the psychological characteristics of students.

The game is simple, the student to feel comfortable in it during the game, self-expression, self-assertion must be able to understand themselves and others should learn.

Games with the following objectives:

I. Education:

- it contributes to the development of educational materials;
- In addition to the students' point of view through the use of sources which helps to expand.

Development II:

- develop creative thinking of students;
- The knowledge gained during the training, skills and values helps in practice;
- developing children's communication skills;
- figuratively children's memory, attention and speech develops;
- coordination and small motor skills development.

Third Education:

- ***Raising moral values and beliefs;***
- ***Trainable personality and self-help ozunureallasdirmasina***

The game has elements of the organization, taking into account the age of the participants is an important condition. V-VII classes of students of biological changes in the body associated with the transition to the age of the young teenagers in the course of cognitive changes occur:

- slowing the pace of action, it is now more time to perform some work required.
- attention baby, the idea is often overlooked,
- inadequate response to the comments,
- tense, sometimes angry, he is naughty,
- mood changes frequently. He also claims that results in fines, as a consequence, reduce the percentage of students in the field of education and relationship conflicts can arise.

Given these characteristics of natural and time-efficient methods, forms of cooperation, if used correctly, to be able to go to a negative impact on the course of the student's age, period features can. It should be added that sometimes belligerent teens who may be affected by someone rude, you can join the throngs of street children. At this age, smoking, lying, stealing, there is a trend. Children are particularly self-esteem, they are in very high

estimates of the case. Children energetic, sensual, very actively, and sometimes they can be undisciplined. Their activity and energy of public appointments, class, class,

The principles of the game must be taken into account:

- the absence of any form of coercion in order to attract children to the game;
- The principle of the dynamics of development of the game;
- The principle of the game's atmosphere;
- The principle of simple games to switch forms a complex game. The transition to the gradual deepening of the rules of logic and a variety of tasks related to the content of the game: the game state of the game situation, imitation (again) initiative, local games, difficult games, games, the switch is not the age difference of the game.

- special conditions and dynamic modeling principle. A specialist in the performance of professional services in real-world conditions, social and personal relationships with all its diversity is the basis for the simulation of active and interactive method

- The content and form of the principle of professional simulation games. The implementation of this principle is a necessary condition for the game, which includes education.

- The principle of joint activities. Some participants in the gaming industry, this principle requires the exercise of cognitive activity.

- The principle of dialogical communication. This principle is a necessary condition for the achievement of educational goals. All players with the maximum participation of a dialogue to discuss the results of creative activity is actually happening.

- the principle of duality, the development of specialized real personal characteristics of the game virtual environment reflects conditions.

- The basic principle of the game is the active principle and the game throughout the process, including preparations for the discussion of the results of the physical and intellectual potential reflects the activity

- The principle of openness and accessibility for those who wish to participate in the free offers. Every game has to be simple and clear;

- clarity, clarity principle of the game is real and unreal (cinema, theater, computer games) shall be open displays. This increases the interest in cognitive activity

- emotional displays reflect the principle of the game attractive and interesting events;

- a purely personal attitude to the game reflects the principle of inclusiveness. The player has to develop personal qualities and self-expression, and not for personal gain;

- the goal of the principle: personal goals should coincide with the goals of the team.

- independence of the player in the game;

- competition, competition policy: There is no game without competition

Didactic value of this principle clear. Thus, the active, the promotion of self-employment, physical, intellectual and moral forces are mobilized;

- as a result, the principle of efficiency - the player and the team as productive and creative activities reflect the understanding of the game results.

- Knowledge of the principle of repeated, this means that all games are based on real models and roles.

When the organization forms of teaching the game, you need to answer a number of methodological issues:

1. The goal of the game during the game, in which the subject will develop the skills and abilities in the game should be given special attention at the moment;
2. How many students will take part in the game? Each game requires a certain minimum or maximum number of players;
3. What are the materials and tools needed for the game? Training materials should be simple;
4. spend too little time with their children, should be familiar with the rules of the game. rules of the game must be simple and clear;
5. How long is the game? Kids want to go back to the game, the game should be designed to meet the knowledging;
6. At what stage of the game, the lesson would be better to use? It depends on the game, pedagogical and didactic purposes;
7. How to ensure the full participation of children in the game? Any changes in the game to increase the children's interest and activity can be done;
8. The base of the game by applying it to a different material can be used?
9. The game is to summarize the results in a clear, accurate and fair;
10. And finally, after the game, students should be informed of the results

Any training and development of computer games and activities appropriate to use at the right time is important. The following principles should be taken into consideration when choosing a gaming:

1. humanity
2. functionality
3. Attributes motivitacional
4. emotional involvement;
5. Evaluation, Reporting
6. transparency;

In addition, these principles should be clarified to specify. When choosing computer games, games, national, ethnic, religious or racial, class hatred, violence and profanity, and scenes. It is important not. At the same time one or another of the game for what purpose: to learn, to understand, to care, testing methods, trainal procedure (training), it is important to know what is currently being used as a means of recreation, game player motives arise, taking into account the realization preferred. The advantage of the feelings of joy and satisfaction in the game, the player is free, must be free.

The player must control their emotions in the game, during the game yormamalıdır themselves.

Rules of the game for the player to be clear. The process and result of the game must be simple and understandable way.

An important feature of the game - the player's actions and the results obtained in the presence of a logical sequence. Otherwise, the players feel frustrated or aggressive situation.









Ergonomic requirements must be considered when choosing a computer game.

The teacher asked the class to use any computer game, you must first analyze several issues, such as:

1. The lesson of this game will be applied at any stage

2. The reproducing method that supports training

Table 3. Reconnaissance maps Scope:

training	
presentations (meetings, meetings, meetings, etc.).	
decision-making, preparation of summaries and reviews	
planning, attention, focus, keeping in mind	
Keeping in mind the large amount of information	
Proposals brain behavior, communication	
Improving comprehensive projects	
introspection	
guidance	
Development of intellectual skills, improve others.	

In our time, "educated" each person is believed to be computer literate. Computer operating skills provide opportunities for further development of each person. Computer science, as well as a deeper understanding of other subjects students master the vocabulary lessons, increased activity, the development of creative thinking and so on. Training for intellectual games, crossword their computer version, the use of recreational exercise helps to achieve better results. Interesting work in this direction in the development of computer science can benefit funds. What crossword as one of the intellectual games and hansıfaydaları tries to answer questions such as, although only slightly.

Another 24 species of the classic crossword puzzles, crossword puzzle, there are different forms: skanvord American crossword puzzles Estonia, keyword, fillvord and Japanese silk crossword established in 1987. The characters as ordinary words, they do not overlap or color images in black and white and are made Japanese crosswords.

Crossword solving international practice and training given special attention in this regard, one of the organizers of the various events of the year, the World Federation kecirilirSon crossword up to the championship 14 times in 24 States, 6 from Germany, 3 times in the Czech Republic and 1 times in Japan (2002) team won the game. Crossword puzzle championships and tournaments in Russia and Ukraine.

Expanding the scope of activities and competence of crossword puzzles, is used to test both times olunurSon crossword baslanmıdırArtıq be constipated for a few years, medical science has used a crossword sedatives. Scientists, doctors solve a crossword puzzle to note that the positive effect on health is very large. According to experts from the University of Wisconsin-Madison in the US before going to sleep, to improve crossword memory solutions has been proven. It is known that various parts of the brain lies in a different form. During the day the shares were purchased during the day to keep the information and the regulation goes into a deep sleep. But do not take an active part in the formation of memory parts can be done? They sleep, rest. How can chew them to go to sleep? The point is to help solve the puzzle.

It was confirmed that the optimal mode, working a crossword puzzle solution lies in mobilizing all the bodies. I cup metabolism normalize it cream (acidic) can be considered equal. I'm glad to hear that crossword puzzles are very valuable for us after the resolution. Crossword happy resolution benefits of staying at least 5 minutes from the heart smile, vitamin C is considered to be equal.

According to statistics and scientific studies of American scientists believe that dynamic, turbulent stresses in the modern world, the most simple and effective means to neutralize one of the crossword.

Australian scientists have confirmed that Perry Barlet, systematically solve a crossword puzzle, you can overcome some of the problems associated with age qacısrlarla certain distance. The above-mentioned "training" helps create new cells in the brain. According to the professor of exercise and games Barletin formation of the intellectual training of new neurons and stimulates the growth of many diseases and prevents the development of pathological conditions. Barlet radio interview given by one of Australia's safe to say that the long-distance running and solving crossword old age, such as "light of reason" to help preserve and academics for the emergence of new nerve cells in the habit of solving crosswords reduce advises,

Many celebrities: K. Stanislavski theatrical figure, the founder of cosmonautics K. Siolkovski, famous British actress Vivien Leigh and others. «Wordplay» nude loved. The famous French singer Mireille Mathieu spare time to spend with him was a part, was busy drawing up a crossword puzzle writer Vladimir Nabakov, even in Russian the word «krestoslovitsa», this term was included in the literature. (4, p. 57)

One of the pressing issues of the day, reading skills in students an understanding on the state level to develop a number of projects in our country. When the work of another student will be used in the classes of their motivation increases, while interest in the theory books and lesson learning, each student thoroughly examine the gaps in knowledge and to explain to him the other way knowledge is very important for the future of "chain" to see the space and he can not It is canceled. As we know, it is very hard work. According to the student in one or more issues to solve a crossword puzzle, is a big help to eliminate this problem in training. Book a lesson, each student carefully examine gaps in knowledge and to explain to him the other way knowledge is very important for the future of "chain" to see the gaps and can not be undone. As we know, it is very hard work. According to the student in one or more issues to solve a crossword puzzle, is a big help to eliminate this problem in training. books and lessons, each student thoroughly examine the gaps in knowledge and to explain to him the other way knowledge is very important for the future of "chain" to see the gaps and can not be undone. As we know, it is very hard work. According to the student in one or more issues to solve a crossword puzzle, is a big help to eliminate this problem in training. each student thoroughly examine the gaps in knowledge and to explain to him the other way knowledge is very important for the future of "chain" to see the gaps and can not be undone. As we know, it is very hard work. According to the student in one or more issues to solve a crossword puzzle, is a big help to eliminate this problem in training. each student thoroughly examine the gaps in knowledge and to explain to him the other way knowledge is very important

for the future of "chain" to see the gaps and can not be undone. As we know, it is very hard work. According to the student in one or more issues to solve a crossword puzzle, is a big help to eliminate this problem in training.

Caregiver the psychological state of the person is different. Some schools have a complex, self-confidence is low, they can be mistaken for answers coyly refused to answer in class, and thus, a more passive situation. Independent crossword solution and preparing the individual computer interactive crossword solvers or preparation of educational computer games played in the student to his car, afraid that between computers takes place feedback, as I think the answer to your computer makes mistakes immediately sees, trying to fix and end After all, self-confidence, knowledge and skills are growing, improving. In this regard, educational computer games, crossword puzzles on the independent activity of each person's importance can not be compared to anything. Per person basis, through training is the answer several times (32-34, p.15).

Conclusion

"We live in an era of globalization of scientific and technical information, which is collected in an extensive database covering many scientific facts. We achieve the rapid development of technology, the improvement of our knowledge in the applied sciences and the ability to apply this ability in everyday life".(H.H. Ahmadov, 2019) Developing games on a regular basis of reason, using a crossword puzzle from time to time during the competition, colorful, interesting fact, the development of new terms related to the subject, rest, increase the motivation of students in their intellectual level, which leads to improving the quality of education more effectively.

Information technology (IT) is improving with each passing day, the horizontal and vertical directions are developing rapidly. It also means that new opportunities for learning them. Computer science, as well as teaching subjects a variety of educational computer games, mind games, integrative, interactive crossword puzzles, and a lot of problems in the study of particular interest to modern actual problems of students, youth, computer games, educational younger generation IT goals on can lead to the formation and the development of a new approach.

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