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Features Interactive Technologies for Improving Creative Activity of Students

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Abstract: The paper discusses the methodological features of the use of interactive methods as a means of enhancing the creative activity of students in the educational process.

Keywords: teaching methods, objectives, efficiency and opportunities using interactive technologies, interactive methods for use in the educational process.

Introduction

Today, the use of today's teaching technologies seems to be an important circumstance in the formation of the most effective decomposition for learning and the improvement of teaching methods in education. Of particular importance in this course are innovative technologies. Because their use allows to increase the motivation to learn, and visualization and interactivity allows for improved presentation, understanding and assimilation of educational material. Teaching students innovative and information communication technologies is considered particularly important in solving the creative problems of students and students' vigorous activity during the professional training of specialists of the university.

One of the basic principles of teaching is the formation of a student's creative activity. In

accordance with the activity and approach to learning thinking, this is inherently cognition, leading to the solution of problems or tasks facing a person.

Main part

The active learning of knowledge and the development of thinking occurs only when the task is set during the educational process, a problem arises that encourages the search for new, non-standard solutions. Therefore, at present, modern education sets the task of preparing specialists for higher education institutions capable of:

To be guided in changing life situations, independently acquiring the necessary knowledge, applying it in practice to solve various problems that arise, so that throughout life you have the opportunity to find your place in it;

independently think critically, see emerging problems and look for ways to solve them rationally using modern information technologies; clearly understand where and how the knowledge they acquire can be applied; be able to generate new ideas, think creatively;

competently work with information, i.e. collect the necessary for the solution of the problem, analyze them, make the necessary generalizations, establish statistical and logical patterns, draw reasoned conclusions;

be able to work together in different areas, in different situations, preventing or skillfully leaving any conflict situations;

independently work on the development of their own intelligence.

Education is faced with the question: how to organize the educational process in such a way as to form an active attitude of students to educational and educational activities, based on the position of students' life and professional self-determination.

The need to improve the quality of education due to the development of students' abilities to perception, effective processing and assimilation of information, mastering the student's self-education technology becomes urgent. What methods and techniques or learning technologies may have the most effective impact in this regard?

Interactive methods are those that can resolve this issue. The essence of interactive learning is to organize the learning process in such a way that almost all students participate in the learning process, they have the opportunity to understand and reflect on what they know and think.

The use of interactive technologies in education requires considering the didactic process as a scientific informational one, in which the student not only masters the skills of obtaining information, but also develops thinking and creative activity, and the very concept of learning changes: the assimilation of knowledge gives way to the ability to use information and receive it using a computer [one].

The educational process with the use of interactive methods allows activating students' cognitive activity, developing independent learning skills, developing teamwork skills, developing and shaping communication skills, and enhancing learning motivation. In modern educational practice, various forms and methods of interactive learning are mastered, original techniques for conducting discussions and educational games are being created. In the educational process, the forms and methods of interactive learning can be divided into:

discussion: dialogue, group discussion, heuristic conversation, round table, brainstorming, case study,

discussion of video recordings, including recording your own actions, meetings with invited experts, collective modeling of production processes or situations, etc. ;

game methods: didactic and creative games, including business, role-playing, organizational and activity games;

training forms of training, which may include practical group and individual exercises, discussion and game teaching methods.

In the interactive technology, students are full participants, their experience is no less important than the experience of a teacher, who not so much provides ready-made knowledge, but rather encourages students to search for their own. The choice of interactive learning technology depends on various factors.

Interactive teaching methods allow to intensify the process of understanding, mastering and creative application of knowledge in solving practical problems:

work with electronic textbooks provide theoretical material, provide training, learning activities and knowledge control, as well as information retrieval activities, mathematical and simulation modeling with computer visualization and service functions subject to the implementation of interactive feedback [2].

in the presentation of educational material, the information provided must be accurate and reliable, and it must also correspond to the set educational task.

The computer provides feedback, while it can provide individual assistance to students, and students will also learn about their mistakes in homework after a few days.

The computer evaluates and consolidates educational material that students need to know how they cope with the educational material.

work with Internet search engines for information retrieval, or information retrieval systems.

One of the methods of interactive learning is the project method. It fits perfectly with the principles of modern education, such as:

principle of learning activities;

the principle of a controlled transition from activity in an educational situation to an activity in a life situation;

the principle of a controlled transition from joint learning and cognitive activity and independent activity of the student;

creative principle.

Interactive technologies are used in illustrating educational material, for example, the so-called animated slide films allows, if necessary, to demonstrate the studied processes in dynamics. This helps the use of multimedia learning tools and Internet resources, which have some potential for improving the efficiency of the learning process [3]:

in the process of learning, to activate not one channel of perception, but several, which makes possible the integration of information that is delivered by different senses;

visually represent dynamic processes and abstract information;

to form in the student the systematic construction of the material being studied.

Results and conclusions

When using multimedia tools, trainees can make decisions, work independently on learning materials using the interactive capabilities of multimedia programs, and decide in which sequence to study

them. In other words, students have the opportunity to choose the material that they want to study, and can repeat it several times to better assimilate the information.

The use of traditional forms, means, teaching methods with the use of interactive technologies to significantly increase the efficiency and intensification of the educational process, to solve the educational and educational tasks facing an educational institution facing an actively and creatively thinking student.

Conclusion

Interactive technology allows you to achieve the solution of the main problem: the development of students' cognitive skills, the ability to independently construct their knowledge, navigate the information space, the development of critical and creative thinking.

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