

The Role of Educational Process in the Formation of a Harmoniously Developed Generation and Methods of using Modern Teaching Technologies

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Annotation: The article reveals effective ways to use innovative technologies in the formation of a harmoniously developed generation. There is talk of game technology and methods that can be used to teach.

Keywords: pedagogical technology, pedagogical approach, educational technology, "Chain Game", "Brainstorming", "Thought Attack", "Cluster" method, "Synkveyn", "Brain-ring".

Introduction

If we look at the history of mankind, there has always been pedagogical activity. The birth of a person is not only a natural-biological phenomenon of birth, but also the rise to the level of development of his time after birth, the acquisition of existing socio-historical experience, self-determination in society, an active participant in the historical process turns. In the process, the older generation begins to pass on their life, struggle, and work experience, knowledge, and skills to younger generations. The process of development, formation, and maturation of the newborn is guided. This is done through a social phenomenon called upbringing. As society has evolved, so has the need to nurture mature, well-rounded individuals, and to change, innovate, and serve society. Knowledge of the creation of educational institutions at different stages of human society, the goals and objectives of education in teaching and educating the younger generation, state educational standards, methods of education and upbringing, forms of organization, its laws, has become an informative science. The main task of education is to realize the intellectual and practical potential of young people, to demonstrate their creative abilities, to ensure their intellectual development, to choose a profession of their choice, to master it perfectly and to work happily in this field creation of material-spiritual, educational-didactic conditions. From this general task arises the specific tasks of each link, type and stage of education. The above applies to the field of education, which determines the success of all aspects of public life, and is their foundation.

Materials and Methods

The President of Uzbekistan approaches the field of education from the national didactic point of view and defines it as follows: aEducation gives creative activity to the spirituality of the people of Uzbekistan. All the good opportunities of the younger generation will be reflected in it, the profession and skills will be constantly improved, the wise experience of the older generations will be understood and passed on to the younger generation. This is a responsible and difficult task, along with other measures of the state, the implementation of the Law "On Education" adopted at the 9th session of the Oliy Majlis of the Republic – "National Training Program" (August 29, 1997) is done through. A new model of education will be created as part of this program. The implementation of the science-based model of education provided by the President is inextricably linked with the technologicalization of the educational process. The National Program of

Personnel Training has repeatedly stated the need to study advanced pedagogical technologies and bring them to our educational institutions.

Discussions and Results

Many researchers around the world have conducted research on the application of innovations in education. They contain good information on “*innovation*”, “*interactive methods*”, and “*innovative technologies*”, but do not provide clear recommendations for improving the effectiveness of information technology teaching in educational institutions. Therefore, the main goal is to develop effective ways to use innovative technologies to achieve high levels of mastery, in particular, to study the use of pedagogical innovations in modern information technology. The application of innovations in the educational process today requires the following tasks:

- Defining a clear purpose of the subject;
- determine the scope and content of science;
- develop and recommend the necessary educational technologies;
- creation of material and technical support of science;
- study the characteristics of students;
- Teacher training and lesson planning.

The most important of the above tasks is to develop the most appropriate educational technologies for the organization of the educational process. These problems cannot be solved by recommending a particular method, especially if the educator intends to use only reproductive teaching methods. The best way to achieve this goal is to develop integrated learning technologies in the design of the lesson and look for opportunities to use them effectively at different stages of the lesson. It is advisable to use the following methods of person-centered teaching in the teaching of computer science. Nowadays, there is a growing interest in the use of interactive methods and information technology in the educational process. One of the reasons for this is that so far in traditional education, students are taught to acquire only ready-made knowledge, while the use of modern technology allows them to search for their own knowledge, independent learning and thinking, analysis doing so teaches them to draw even the final conclusions themselves. In this process, the teacher facilitates the development, formation, acquisition and upbringing of the individual, as well as acts as a leader, a guide. In today's education, “*Brainstorming*”, “*Thought Attack*”, “*Networks*” method, “*Syncway*”, “*BBB*”, “*Fifth plus*”, “*6x6x6*”, “*Debate*”, “*Role play*”, Modern technologies such as FSMU, “*Working in small groups*”, “*Rounded snow*”, “*Zigzag*”, “*I have the last word*” are used.

Based on the experiments, the following are examples of the following game technologies that can be used effectively in the teaching of technology:

Brain-ring. The game is played in Group 2, where the number of teams with 5-6 students each can be from 2 to 5. The facilitator asks each group short answer questions. If one of the participants is the first to answer correctly, all other questions will be asked only to that participant, and points will be added for each correct answer. If the team does not deduct the points in time and does not stop the game and answers incorrectly during the game, all points scored by that participant will be burned. This means that the participant must stop the game at any time and deduct the points earned by the team. The rest of the questions will now have to be answered by other participants, who will also have the opportunity to score points for their teams. 1 point for each correct answer.

Chain game. The group is divided into 4 groups and 1 student from each group is brought to the board. 1 student says a science term. The next student says what the previous student said and adds his or her own. The next one adds a new one to the terms used by the previous 2 students. The game continues in this way, the lost student leaves the game, and finally the student who does not leave the game is rewarded. The game is very useful for strengthening memory.

In a circle of friends. The game is for Group 3, with several students completing different tasks. They need to find a circle of friends. To do this, external commands must find each other. Friends hold hands, form a circle, and describe themselves. This game reinforces knowledge and instills in students a sense of mutual support.

Who's smart? The group is divided into two groups, and one student from each group is brought to the board. A student writes a science term in his or her field. The next student uses an additional term that the previous student did not write. The game goes on like this, and the lost student gets out of the game. The team with the most correct and logical concepts on the field is the winner. The game is used to strengthen and replicate memory.

Conclusion

In short, today we have a "repository" of games, ranging from simple games that physically raise a child to intellectual games that are also popular among adults. Using all modern teaching technologies in games, the student quickly learns the conditions of the game and takes on the task assigned to him. By following the rules of the game, the player will be able to make their own decisions in solving the problems of the game. The use of modern teaching technologies improves the personal qualities of students, allows them to improve their skills in the future, use them in their professional activities and, of course, to become full-fledged human beings. Effective use of the conditions created on the basis of such modern requirements, the organization of lessons on the basis of advanced pedagogical and information and communication technologies guarantees the quality of the educational process. Thus, in any arithmetic article, there must be elements consisting of an unknown (sought-after) con (or several sought-after con) and given cones (they must not be less than two). Working on an article begins with mastering its content.

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