

USE OF INNOVATIVE EDUCATIONAL TECHNOLOGIES IN PRIMARY EDUCATION

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Abstract:

Today, interest in using innovative technologies and interactive methods in the educational process is becoming more and more widespread. The use of such methods increases the effectiveness of education and increases the motivation of students to study. Innovation is to introduce and create something new. Therefore, innovation is the use of a form of work aimed at increasing the effectiveness of the educational process based on innovations, not on the basis of the same templates as in traditional education.

Keywords: Educational technologies, interactive methods, interactive methods, innovation, primary education, motivation.

Basing on pedagogical technologies in education and striving for innovation, using various interactive methods aimed at activating students helps to effectively realize the goal of education. In order to organize the educational process using innovative methods, it is first necessary to clearly develop the plan and project of the lesson. When drawing up a lesson project, the teacher should clearly define his work forms and the scope of his work in the process of acquiring students' skills. It is also important what teaching methods he uses.

Active use of advanced pedagogical technologies in the educational process, improvement of educational efficiency, analysis and introduction into practice is one of the important tasks of today because of this, it is necessary to pay more attention to the perfect development of the student's personality in this process. Primary school teachers have unlimited responsibilities. They accustom the students who have just stepped on the threshold of the school to the school life and pave the way for them to receive modern education. It is during this period that children's attitudes towards learning and their intellectual potential are formed. This also shows that the task of primary school teachers is responsible.

Lessons organized on the basis of pedagogical technologies should meet the needs of the student according to organizational methods and delivery methods. Because such lessons are closer to the child's psyche. Achieving the goal on the basis of



arousing students' interest, desire and desire to learn learning materials is motivation, which is the internal rapprochement of the teacher and students. It is very important to develop students' motivation to study in the primary school. Because the motive makes students interested in the educational process, encourages them to actively participate in the lesson and acquire knowledge. Interactive methods greatly help to develop the motivation to study. It should not be forgotten that it is necessary to take into account the age and level of knowledge of more children in primary classes. Teaching them using simple, easy and time-consuming game exercises will be beneficial. Activities related to the environment develop children's mind, worldview, free thinking, expressive ability, and independent work skills.

The uniqueness of the use of innovative technologies in the course of the lesson is that they are implemented through the joint activities of the teacher and students. The teaching process includes the activities of the teacher and students. The activity of the teacher is to explain the educational material, increase students' interest in science, deepen their thinking and form their beliefs, guide students' independent activities, check and evaluate their knowledge, skills and abilities consists of A teacher who is devoted to his work has real passion.

A preliminary draft of the lesson, that is, a technological map, is created. In order to create a technological map, it is necessary to determine the activities that the teacher will perform at each stage of the lesson, the ways of organizing, managing and activating the teacher's pedagogic and students' learning activities, feedback, and the time allocated to them.

The technological map will definitely have such stages as an organizational part, motivation of a new topic, checking students' knowledge, learning a new topic and strengthening it, analyzing the results achieved, and making a conclusion. In this, the actions of the teacher and the student during the lesson are recorded step by step. The perfect structure of the technological map of the lesson allows you to realize the goals and tasks, to achieve efficiency and to ensure coherence between the stages, and to use time efficiently.

"Fish skeleton" technology

This technology is demonstrated by drawing a fish model, in which students try to reveal the problem in every way. A drawing of a fish skeleton is drawn on a piece of paper and a problem to be solved is written on its upper part. At the bottom, the ways to solve the problem are written. For example, in traffic lessons, on the topic "Rules of the road" "Why do you need a traffic light?" If the problem is set, the children enrich the fish tank with their thoughts.



Through this method, students learn to think independently, broadly, creatively, and critically.

"Venn Diagram"

This technology helps students to have their own opinion about the topic taught in the mother tongue and reading literacy classes, work with the text, remember the learned material, speak, express their opinion freely, and during the lesson one of the methods aimed at being able to evaluate all students by the teacher.

Use of interactive methods in the teaching process in elementary grades.

Introduction of the competence approach in primary grades, the use of information and advanced pedagogical technologies forms a unique competence in the content of education and in the personality of the student. Incorporating advanced pedagogical technologies into the content of education in a modern spirit, widely introducing pedagogical technologies, raising a perfect person, raising the educational system to a completely new level in terms of quality is an urgent issue of today. The use of competence in various forms of teaching affects the improvement of teaching. Lessons include Boomerang technology, Saw, Find your place, FSMU, Why?, Two-part diary methods, Pinboard method, Restore the poem. Using the exercises increases the effectiveness of the lesson.

"Find your place" method. It is aimed at finding a solution to the problem in controversial situations. There will be opportunities for students to express their opinion, improve their communication skills, and at the end of the lesson, the teacher will clearly assess the level of mastery of the subject.

Purpose: to teach students to express their opinion, to think freely, independently and logically.

Task: students are taught to independently prove their ideas through problem situations. For example, it is used in Hans Christian Andersen's fairy tale "Children's Thunder" (Part 2).

"Saw" method.

According to this method, a small group consists of 4-5 students. All group members work on a single assignment based on a new topic. In a group, students divide the narrative text into parts. Each student becomes an "expert" by thoroughly mastering his/her own part. After a certain time, the meeting of "experts" in each small group is held in the reorganized groups. In this way, all students will learn the content of the narration.

Purpose: to teach students communication, free, independent, logical thinking.



Task: to teach students to work with a group, to explain and prove their opinion to group members. For example, it was used in Khondamir's narrative "Rebuke".

Importance of using innovative pedagogical technologies in primary classes.

Educating young people on the basis of advanced pedagogic and information and communication technologies is one of the priority tasks implemented in the education sector of our country. Also, primary education is undoubtedly the foundation for the development of a perfect person. In the course of the lessons, it is important to educate the child with a high heart and spiritual wealth, using the unique masterpieces created by our ancestors, and to teach them the rules of etiquette. For this, first of all, it is necessary to develop the student's passion for reading, learning, and enriching their spiritual world. Only then will we properly raise children who are the reliable owners of tomorrow.

Conclusion:

In short, using innovative technologies, students will be able to demonstrate their abilities and capabilities, will have the ability to work with a team, and will learn to respect the opinions of others. This increases the efficiency of the lesson and serves to guarantee the quality of education.

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