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Jorayev Avazbek Umar o'g'li
Teacher of the Department of theory of primary education of the Termez State Pedagogical institute .
Sheraliyeva Sayida Faxriddin qizi
Student of the Termez State Pedagogical institute

EDUCATIONAL TECHNOLOGIES AIMED AT DEVELOPING CREATIVE ACTIVITY IN PRIMARY SCHOOL STUDENTS

Abstract: In this article, in the process of education today, the hidden talents of children are brought to light, they are given an opportunity to show their activity from the age of small school, and the development of their creativity will become high-potential, socially active, sharp-minded, The issue of the fact that it is considered as a pledge to bring up competitive personnel who can demonstrate inventiveness is an urgent task of today has been widely covered.

Key words: Creativity, development, personality, psychological characteristic, creative ability.

We can say that the essence and effectiveness of the innovative changes achieved in the continuous education system also apply to primary education. Because in primary education, students are armed with the basics of literacy, numeracy, work skills, and elements of personal spirituality, and they are introduced to the basics of subjects taught in higher grades. For this reason, the modern education system, its goals and tasks should be compatible with the solution of the problem set before the educational process that serves the development of our country. These require that students in the modern education system, in particular, primary school students, regularly improve their learning activities in accordance with the level of development of society.

One of the forms of development of creative activity in primary education is game technology. In the game technology, based on the knowledge, understanding and understanding of the social and material existence, the students develop their imaginations, thoughts, beliefs, emotional experiences and behaviors that are formed as a result of the joint work activities of people in the society.

The formation of creativity and manual labor skills in students depends on how well the teacher himself possesses these skills. For this, every teacher should regularly work on himself and look for convenient and interesting ways to prepare things. Economy skills are required in modern business practices. These skills are reflected in the use of time and energy for work, as well as in the correct selection of materials. In addition, the selected types of work and tools are suitable for the student's age, interests, and gender principles.

One of the most important aspects of technology lessons is to make students feel satisfied with their work. This process is carried out at the end of most lessons. The last stage of the lesson includes analysis of the results, preparation of a report on the work, providing information about the completed activities, inspection of the prepared product, evaluation, etc. Requesting a report on the work in some lessons is not included in a separate lesson phase. In the process of making an item, after completing each activity, students can take turns reporting. In practice, it was observed that teachers give priority to the analysis of the final result during the preparation of an object in technology classes. Unfortunately, all students do not have the skills to successfully complete work assignments. Therefore, it is natural that not all students will achieve the same results according to the example given in the textbook. Therefore, during the research, we paid attention to the students' understanding of the stages of the product preparation process and the work operations that should be performed at each stage in the technology classes. Because the optimal results of technology classes provide preparation for independent performance of daily household tasks necessary in life.

German scientist K. Gross tried to systematically study games, while German psychologist K. Bühler studies games as a "satisfying" activity. L.S.Vygotsky, A.N.Leontev theoretically connected and studied games with their orientation towards certain activities according to their social nature, while D.B.Elkonin interprets the management of personal behavior as an activity that improves it. But the only and most important feature of games is their importance in education.

In the educational process, the cooperative activity of the teacher and students is considered, and in this process, the development of the individual, his education and upbringing are realized. In the lessons, the teacher conveys his knowledge, skills and abilities to the students through the lessons, and the students acquire the ability to use them as a result of mastering them. In the process of learning, students use different forms of learning, that is, they rely on specific differences in receiving, processing and applying the information being learned. In the course of education, the issues of education and upbringing are solved in the form of cooperation between teachers and students during the lesson, independent work of students, extracurricular activities.

It is known that the implementation of advanced editorial and new information technologies in education not only increases the effectiveness of educational lessons, but also helps to educate an independent and logically thinking, well-rounded and highly moral person by applying the achievements of science in practice. is gaining importance. It can be seen that the interest in the use of interactive modern methods, methods and information technologies in the educational process is increasing day by day. One of the reasons for this is that until now, in traditional education, students were taught only to acquire ready-made knowledge, and the use of modern technologies allows them to search for the knowledge they acquire, independent study and thinking, analysis. to do, even the final conclusions will be taught by themselves.

We have come to a practical conclusion that in each lesson, students should focus on discussing the necessity of the items they have prepared in life and why this item serves people. Only then, it was observed that the students began to work, feeling the essence and vital necessity of the item being prepared. Interpreting this process as a vital motivational need, special time was allocated to the observations of students in the classes. It was the repeated organization of this process that motivated families to strengthen their cooperation in technology lessons. It was achieved that the students learned about each new item or a specific part of the item through family conversations during the given home visits.

The stages of work on each topic and small manual work showed the vitality of the technology classes, which instilled in the students such qualities as patience, completing the work they started and helping their friends.

The following approaches have been effective in focusing students' attention on the process:

rather than how much it corresponds to the final finished state of the item, to accurately determine the time spent on it and to keep the regulation under control (in this case, attention was paid to keeping the clock in a visible place in the classroom and using reminders of the time);

demonstrating economical use of materials and justifying it at the end of the process ("used from ..., as a result ... was saved, which in total amounts to ... soums");

to show the originality of the item and to justify it, and to pay special attention to evaluating these actions of the student in separate nominations.

It is advisable to organize mutual evaluation of students' work in technology classes. It is the students' own work or teaches him to take a critical approach to his friend's work, to be able to see flaws, and to look for ways to correct mistakes.

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