USE OF INTERACTIVE METHODS AND MODERN TECHNOLOGIES IN PRIMARY SCHOOL LESSON



Abstract:

In the main content of the article, we will using of education, technologies interactive in methods and methods of their application in primary classes, possibilities of using modern pedagogical technologies. It is an easy method for teachers to make their lessons effective and useful, and for student to make learning fun and easy.

Interactive methods, methods. pedagogical technologies, networks, debate. rounded snow, form, tools, work in small groups, internet, electronic electrical equipment, communication.

Author of the article:

Workspace (Education subject)

Oripova Aziza Ulug'bek qizi

3rd year student of International University of Kimyo in Tashkent

We should pay special attention today to increasing the interest of primary school students in lesson. Because children should not be bored by the word "lesson" from the time they start studying at school. Interactive method - during the educational process, it serves to increase the activity between the student and the teacher and there by to acquire better knowledge, interest and development. These methods help to improve the effectiveness of the lesson. At the same time, improving the personnel training system in the field of information technologies is one of the important conditions for the successful implementation of the "Digital Uzbekistan-2030" strategy and its introduction into the daily life of the population. Students should practice receiving and processing information during the learning process. The reason for the increased demand for interactive methods and information technologies today is that until now, students have been taught ready-made knowledge in traditional education. They are taught to use modern technologies to search for knowledge on their own to study and think, analyze and give the final conclusion by themselves. In this process the teacher helps in personal development, learning, formation and upbringing and at the same time performs management and guidance functions. Nowadays "Brainstorming", "Thinking of ideas", "Method of networks", "BBB", "Fifth Plus", "6x6x6", "KSMU" "Discussion", "Working in small groups" are used in education.

Currently, special attention is paid to organizing the educational process with the help of computers, slides, video and audio recorders in pedagogical activities. The teacher is faced with the task of appropriate and purposeful use of various media in the educational process. Now let's take a look at the "Video Riddle" method. The "Video Riddle" is done as follows.

- 1. Students are given a video without comment about the topic they are studying.
- Students comment on the process shown in the Video.
- 3. They transfer the process to the notebook.

They answer the questions given by the teacher.

«Development of science» international conference

Based on this method, a video on this topic is shown through a computer. Students give their opinions about the topic of the video, the theme expressed in it. For example, on the basis of "Electronical equipment" (1st grade), "Seasons" (2nd grade) students are given an understanding of our national traditions, customs and economic relations. The use of interactive methods and educational games, modern information and communication technologies in primary grades helps students to think independently, expand the scope of creative research and logical thinking connect what they learned in classes with life and increase their interest. Effective use of conditions created by teachers based on such modern requirements and organization of classes based on advanced pedagogical and information communication technologies guarantees the quality of the educational process. In our opinion, the main requirements for educational games are:

1. Educational games should be suitable for the age of students.

2. The games should be proportionate to the content of the topic.

3. The time of educational game must be clearly defined.

4. Educational games should have both educational and educational value 5. The purpose and significance of educational games should be determined.

Only when the above requirements are followed, the effectiveness of the lesson increases and modern technologies serve the effectiveness of education. It is necessary to use test tasks in all academic subjects. If at first we used the tests only in printed form, now they can be typed on a computer and dealt with by each students. During the years of ACT use, it is possible to prepare number of different tests in mathematics, art reading, mother tangue, almost all subjects and other academic subjects from 1st to 3rd grade. Now it is necessary to use not only printed but computerized tests in classes. As soon as they finish, they will know the price immediately. The main things: the students eyes, brain and hands are involved in the performance of test tasks, and game elements are important in developing interest in what they are doing and, therefore in ensuring the necessary level of intensity of the educational process. In addition to test, crosswords, schemes, tables are used, students work directly on the computer in independent study of course materials. Local studies material with many videos and photos can be used as additional and development material in all subjets.

Presentations created using Microsoft Point programs are a very effective form of using ICT in the educational process. The main thing in the presentation is informativeness, demonstration, interest. Photos, pictures, animation and additional information can be used to create presentations on various tropics and subjects through this program. Another way to get information is to get information directly from the Internet during the lesson. You can find the necessary material on the Internet in advance and show it to the students in class. The work can be conducted in the form of a dialogue on the studied material.

Elementary school students know how to use the Internet independently select the necessary information, save it and use it in their futher work when creating presentations or developing and carrying out various projects. From the 2nd grade, students can complete tasks not only in notebooks, bur also directly on the computer students get the first skills to work with a computer, constantly deepen their theoretical knowledge and improve their practical skills. It is necessary to use test tasks in all academic subjects.

Conclusion. In conclusion, the use of interactive and modern methods in primary classes is the basic of effective organization of the educational process. We need to increase the children's interest in the lesson and using

«Development of science» international conference

today's modern technologies, explain the lessons more easily and clearly, simply and without forgetting the student. These features help the teacher to make the teaching process very easy and effective.