

BEFORE SCHOOL AGE THE CHILDREN METHODOLOGICAL GUIDELINES FOR THE USE OF INTERACTIVE METHODS IN INTRODUCING NATURE

Berdiyeva Kmuhabbat Meyliyevna

dots Termiz State Pedagogical Instituti

Bozorov Mukhriddin Murodovich

Graduate student of Termiz State Pedagogical Instituti

Abstract: In this article, you can get enough information about the technology of using creative games in organizing the interactive educational process of preschool children.

Key words: preschool educational organization, educational process, creative games, making transactions, interactive games, green area, modern experiences, pedagogical technology, ecological education, nature games , innovative technology.

Annotation: In this article, you can get enough information about the technology of using creative games in the organization of the interactive educational process of preschoolers.

Key words: organization of preschool education, educational process , creative games, making transactions, interactive games, green zone, modern experience, pedagogical technologies, environmental education, games in nature, innovative technologies.

Аннотация: В данной статье можно получить достаточно информации о технологии использования творческих игр в организации интерактивного образовательного процесса дошкольников.

Ключевые слова: организация дошкольного образования, образовательный процесс, творческие игры, совершение сделок, интерактивные игры, зеленая зона, современный опыт, педагогические технологии, экологическое образование, игры на природе, инновационные технологии.

Current and emerging technological advances in information and communication technologies enable the development of interactive learning environments to support new ways of learning. Interactive learning environments have an increasing role in teaching and learning and may play an important role in the future. In particular, discovery, creativity encouraging and enhancer tools, thinking and to express very necessary. Our research main point young students for complicated in the fields to learn support for Interactive education environments to design directed. We emphasize that children real life they learn and in the future real complicated problems solution to do are prepared, of the world complexity than usual according to much earlier and much earlier account taken need. In education developing trends more and more to the student directed approaches is passing. In this learning the facts and the rules with passive to get acquainted not but self to encourage based on active discovery and participation reach to the process becomes Educator's role more coach or guidance as it will be seen in progress help will give and important role plays. That's it point of view from the point of view than to learn children study activity with engaged in and dived without active respectively new dynamic that " builds " knowledge process as to look can Interactive education environments when designing our our approach constructive and instructive learning approaches in the middle right balance is storage. From this except, they that's it until now, for example, behaviorism computer using teaching and cognitive to psychology than less attention directed Children's complexity about concepts support for interactive study environment design. This of research from the goals one of children the environment sciences and ecology in the field concepts support for interactive education environment is to create. Main guess from that is that the future in the century the environment problems more and more important and more complicated will be

Ecological of education again one important the question is this stability issues young students how our input is stable development goals United Nations The

agenda of the organization until 2030 is many level education actions for , first in turn , the goals seeing exit through big leadership and inspiration will give . However , this in research of children stability for of education main element as nature games in the form of nature experience for opportunities attention is directed . Very young students for access and closeness the first hand experiences for very important aspects , mainly the game through . Ernst and Angle nature before school education institutions in learning stability for education conditions nature of games potential contribution they emphasized . And young students for stability indicators a lot Although we are in this in research nature to the games access and closeness idea through stability to work let's take it down .

It's a game children active respectively forming and pleasure and the selection own into received experience So so , nature games why take to come deeper seeing exit guaranteed . First , the idea of " nature " . quickly seeing exit Of nature wide and inclusive the idea of " ecosystem of processes most of them there is has been organic environment (eg birth , death , reproduction , species between relationships). This to the list desert from the regions farmer farms and to the gardens to live places spectrum enters ". This sure definition is useful mainly because it inhumane and heavy to the person has been external space spectrum cover takes this in research we nature city gardens basically not developed or uncontrollable parts as we use However , this research for more important thing this definition not but this places children for why have that it is places of nature physical and alive elements with how mutually effects provides . Children and nature of the network to work based on nature games imaginative , constructive , emotional and cooperative has been natural in the regions open in the air free of charge the game that is defined . From this besides , Natural Start organization nature games " sites " . stones , dirt , trees , insects , flowers , mud and water such as things with mutually effect to do for elementary nature provider as describes . Nature games sites are also this things manipulation to do possibility to give I need it , guys dig , collect , climb , build and Hide for free of charge to be need This research for nature games idea elements with mutually in touch to be possibility

giving nature in places of children happy and himself himself manage experience unites Nature of the game definition recently conducted in research early of childhood nature with dependence to describe very looks like , for example , free selected personal selection in nature the body action , nature events study , places learning and free the game One different although not nature games and early of childhood nature with dependence between potential relationships important it seems

Children and nature network America Pediatrics Academy to the report based on nature the game of endurance important structural part as describes . Studies early childhood period nature experience by supported to himself special endurance factors is determined . An example for , nature children kindergarten settings young to the students roles discussion to do , cooperation to do , collective things perform and social skills development opportunities present reach with society develops . That's it similar in the environment of children durability support for green school yards role , WHO from stress avoid , focus development , competence formation and supportive social groups formation such as protection of factors development note did

Nature the game settings " loose parts " aspect children play , experience transfer , the problem solution to do and in hand natural materials with news to create with execution doer activity to develop possibility will give . From this except , the game children identity to build and autonomy and agency support help will give . Current of research main direction early childhood game though for natural to the environment effect to do big age children also for , for example , subjective and psychological prosperity for protection factor as described

Many studies green of the field importance relatively to nature rapprochement and endurance elements between dependence emphasized . For example , children vital to stress with a buffer against provide for near around to nature enter importance nature of children durability strengthens and to the children regularly access possible have to those who are not than difficulties better overcome for nature with more contact to do provides . Green to the field entry is 3-5 years old

children for emotional endurance prophecy what he did determined . Natural neighborhood area from 4 to 6 years has been children for social , emotional and behavior difficulties decrease possible said to the conclusion came Recently conducted research childhood during and whole life during green of the field long time existence with depends the question seeing came out in studies health and demographic from the data used and green field nearby growth adulthood age spiritual health diseases 55 percent of the risk decrease with depends said to the conclusion came another known risk of factors effect burn manifestation being is standing

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