

Naimov E.G

department of biological physics, informatics, medical technology

Andijan State Medical Institute

Abstract: This article will discuss about the methods of using new modern technologies in teaching Biological Physics and their effectiveness.

Keywords: advanced pedagogical technologies, interactivity, television training, algorithm of project work.

USE OF INNOVATIVE METHODS IN TEACHING BIOLOGICAL PHYSICS.

Introduction of advanced pedagogical technologies into the educational process of the educational process it is a kind of innovative approach to diagnosis. Because pedagogical technology and they interactive methods based on the organization of the educational process without denying the principles of didactics it dictates a new approach to learning. Supporters of this method in particular lesson traditional methods for determining the purpose of the content of educational material for them, teacher they criticize the designation through their activities and the activities of the reader.

One of the interactive methods development of creative thinking of students. Advanced pedagogical technologies in the educational process in the National Training Program the importance of introducing advanced pedagogical technologies mentioned separately for its embodiment, interactive teaching methods are considered. Currently, it is used for the production of modern computer technology, economy, its application to business and the teaching process is becoming increasingly modern information technology one of the

problems of the new pedagogical technology, created on the basis of which is in the educational process is to create an interactive environment.

Interactivity-to be able to directly influence the work of the user's informative tool the opportunity. Interactive environment in the process of increasing computer literacy of young people the concept, its advantages and capabilities should be carried out separately. Television training shows basically do not have the possibility of an interactive fan. The same among the possibilities of modern Information Technology in the shows are: multimedia the full use of its capabilities allows you to create this environment.

Internet network based on modern information and communication technologies teaching the purpose of creating an inertial environment in distance education is carried out through the process must be carried out in the organization. It turns out that the people of science can mean the great future of our state, modern on the development of information literacy and culture of our people conducting on the basis of pedagogical Technologies is a requirement of the time. In the implementation of these requirements it is recommended to take full advantage of the possibilities of an interactive environment. The introduction of interactive methods in teaching physics as well. Explaining physics to high school students and engaging them in class in addition, this is the most convenient and most positive way.

National program for the training of a future specialist in active forms of Personnel Training when organizing training sessions and scientific examination of the actual activities of students imitation of professional-practical knowledge and skills from theoretical knowledge and skills this meant giving as much independence as possible.

As you know, there are many different types of methods of active training. They are the variety is calcified by their arrival. The degree of student activation

and their the activities of reading-cognitive research project design and hokazo differ in the following. Imitation techniques of active training they in turn make the game work Games playful design and research of concrete tasks without a game in the opening of situational issues pedagogical methods special training skills training in comfortable training educational and scientific examination activities future professional practical activities of students it will be built on the basis of imitation.

No imitative-these techniques are based on the imitation of real relative practical activities will be built. Teaching in schools is the most effective active teaching in technology development methods are considered the following. How to create a unique interactive game solving issues and problems of production (science).

Game design is basically the process of creating and improving an object in this re-established students ' learning knowledge and research activities are directly studied in this the object will have a direct projecting character. It has a functional role and renewable performed in position. Such positions usually refer to a specific object or extracurricular complexes of goals and interests of students participating in the study through works takes into account. Training game be a variety of technologies to conduct in the form of projects can. On their basis lie 3 essential elements.

1. Algorithm of project work
2. Testing of assessment mechanism or project in the form of a game
3. The functional role of future specialists in the game development participants

Mechanism for determining interests. Each of these elements plays an important role in the design of the lesson being taught.

Participation in the first two elements consists of innovative processes in their development (in science creates conditions for them to learn to organize).

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