

WAYS OF SCIENTIFIC AND METHODOLOGICAL IMPROVEMENT OF TEACHING METHODS IN TECHNOLOGICAL EDUCATION

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Annotation: In this article, the study and application of new pedagogical and information technologies, the application of scientific and technical and scientific-creative practices, review, analysis of the state of issues on the subject of pedagogical specialization, -Methods of formation of creative and other requirements, consideration of alternative technical solutions on the subject and selection of the most effective are widely covered.

Keywords: Scientific-creative, technical-economic, system information system, Software, material and technical base.

Multimedia technologies enrich the learning process, making learning more effective by involving many of the emotional components of the student in the process of perceiving learning information. Today, multimedia technology is one of the most promising areas of informatization of the learning process is Software and methodological support, improvement of material and technical base, as well as compulsory training of professors and teachers see the prospects for the successful introduction of modern information technologies in education. Multimedia-based interactive technologies solve the problem of "regionalism" of rural schools both on the basis of Internet access and interactive CD courses and the use of satellite Internet in schools. Internet technology for the organization of computer classes in schools is attractive, but relevant Opportunity has the advantage of the ability to communicate with almost the whole world.

Methodological features:

- ❖ Lessons with the use of multimedia presentations are conducted in computer laboratories with the use of multimedia projectors, resident directories, automated learning systems, video recordings of various programs, etc .;
- ❖ In practical classes, each student should be allocated a separate computer, it is advisable to create a personal folder called his class code and the student's last name;
- ❖ Individual approach, including individualized curricula, multi-level task bank (for practical training and laboratory work) should be widely used;
- ❖ provide opportunities for parallel and concentric study of key sections of the program; this allows students to gain in-depth knowledge as they master the course without losing the integrity of the presentation of the entire material in each section;
- ❖ The following interrelated principles should be followed: cognitive motivation; multifaceted perception; "input" system-information analysis;
- ❖ It is necessary to use more problem-based learning, to ensure the development of real programs (documents, tables, databases) that can be used by students in the learning process.

Advantages of multimedia technologies:

- The use of multimedia technologies in education has the following advantages over traditional education:
- allows the use of color graphics, animation, soundtrack, hypertext;
- Provides constant updating;
- Low publishing and reproduction costs;
- allows you to place interactive web elements, such as tests or workbooks;
- allows copying and transfer of parts for quotation;
- allows the passage of the material to be non-linear due to the many hyperlinks;
- Establishes hyperlinks to additional publications in e-libraries or educational sites.

Multimedia allows the combination of verbal and visual-sensory information, which helps to motivate students, creating a real environment for learning. Organizing lessons in the classroom using multimedia technologies allows you to save time by using the very simple tools available to any student, and thus activate the presentation of educational material. In the course of the lesson, the students themselves can create a visualized colorful learning and play environment that has a truly revolutionary impact on the students' perception of the subject of "Computer Science". Multimedia computer technology allows the teacher to quickly combine different tools, save lesson time and fill it with information, which contributes to a deeper and more conscious mastering of the material being studied.

Of all the information channels, the visual channel is the strongest, so its application in the field of education using multimedia is more advanced. However, this does not negate the importance and significance of other media. For example, the effectiveness of mastering the material significantly increases the creation of its own dominant rhythm for each multimedia textbook through the optimal selection of musical accompaniment.

Methodological support technologies in the educational process. In preparing educational multimedia presentations, on the one hand, it is necessary to take into account the general didactic principles of creating training courses, the requirements arising from the psychological features of screen and print-based information reception (because any text can be printed on paper), ergonomic requirements, and the second is to make the most of the opportunities that telecommunications network software and modern information technologies give us. Naturally, it is necessary to start with didactic and cognitive goals and objectives, because information technology tools are the essence of didactic tasks. In other words, the effectiveness of multimedia presentations depends on the quality of materials used (training courses) and the skills of teachers involved in this process. . Therefore, the priority is the pedagogical, meaningful organization

of multimedia presentations (both at the design stage of the presentation and in the process of its use). Hence the importance of conceptual pedagogical rules that need to build a modern lesson using multimedia presentations.

When creating a script diagram and creating a text attachment for a multimedia presentation, you should follow these principles: The presentation should be short, clear, and compositionally coherent. The duration of the presentation with the script should not exceed 20-30 minutes. For the show, you will need to prepare about 20-25 slides (showing a single slide takes about 1 minute, as well as time to answer questions from the audience).

When presenting the material, it is necessary to highlight a few key points to highlight the issue from different angles and return to them from time to time during the presentation. This will ensure that the information is received correctly by your audience. If you want to get your point across, don't be afraid to repeat your point.

Instructions for creating an effective presentation: How to create a presentation The following diagram will help you work on your presentation. Before you start working on a presentation, you need to fully understand what you are talking about. There should be nothing superfluous in the presentation. Each slide should show the desired link in the story and work according to the overall idea of the presentation. Unsuccessful slides need to be merged, moved, or deleted with others. Use predefined templates when choosing a character style and background color. Don't be afraid to be creative.

When creating multimedia presentations, you need the following:

- ✓ Divide the lesson into small semantic parts - modules. Each slide should have a title;
- ✓ Select the appropriate expression form for each module and provide section title, texts, pictures, tables, graphs, audio and video sequences, and more. (according to the content);

- ✓ composing texts, developing shapes, tables, diagrams, drawings, videos based on the requirements of ergonomics;
- ✓ Ergonomic placement of modules in each section of the lesson.

Thus, traditional educational technologies should be replaced by pedagogical technologies that develop new information. With their help, such pedagogical situations should be implemented in the classroom, in which the activities of teachers and students are based on the use of modern information technology, research, heuristic nature. To successfully implement these technologies, the teacher must have personal computer user skills, the ability to plan the structure of actions to achieve a goal based on a defined set of tools.

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