

THE USE OF MODERN TEACHING TECHNOLOGIES IN THE EDUCATIONAL PROCESS

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Abstract

This article discusses the use of modern information technology and didactic tools in the educational process. The advantages of the use of didactic game technologies in the development of independent and creative abilities of students, increasing their interest in the lesson are emphasized.

Keywords: information and communication technologies; educational process; Hot Potatoes program; crossword, game technologies; didactic tools.

Introduction

It is necessary to train students of educational institutions to use technologies aimed at independent knowledge and constantly increase their activity. The organization of the educational process using computer technology and information and communication tools in the educational process has a positive effect on the effectiveness of Education.

Today's demand is encouraging education to seek new approaches that lead to qualitative changes, and approaches (methods) in its study are also changing. The result of the practical application of new knowledge in education is leading to the creation of a new education based on innovation. The development of the educational system in our republic is among the most important tasks of the state significance of the radical renewal and reform of the personnel training system.

In order for the student to be able to apply the acquired knowledge in practice, to strengthen it in time, to be able to apply it in the study of other concepts, and to systematize the knowledge gained, leads to ensuring educational effectiveness.

Playful educational technologies are an effective way to transform a student's love of the game into a love of reading and learning. It helps students to concentrate and build basic skills. In education, it is well known for what purpose gaming technologies are used, for what reason they work, why they are supported by research and why most students like it. The reason is, the transition to students by encouraging their classroom activities is that they have increases interest in acquiring knowledge. In-Game educational technologies use game elements to bring students to the educational process

is a method aimed at stimulation. The method is aimed at making use of students' basic desires such as competition, achievement, reward and status to make them more involved in the educational process, increase motivation and achieve higher results.



In order to effectively use playful educational technologies in the course of the lesson, students are tried to answer questions such as what they like, What are the educational needs of students, whether there are significant behavioral problems.

Also:

- effective systematization of problems (Game technologies work well if they are based on specific rules and plans);
- to make sure that progress is taking place in the process (students may be disappointed in reading if they do not feel that they are moving forward);
- creating a guide (preparing a resource for readers that explains the game, rules and scoring system) is one of the important tasks.

Studies have shown that when passive learning techniques are used, 40% of students forget what they have learned after 20 minutes. In turn, gamification provides an increasing, engaging, and interactive atmosphere of difficulty for students, encouraging students to understand the material rather than promoting dry memorization. The goal of playful educational technologies is to directly influence behaviors and attitudes towards learning.

While researchers and educators around the world have answered this question in different ways, most of them reiterate the sentence, “education is made interesting by gaming technologies.” But this concept may seem vague, playing games in schools will help students solve the following problems:

- ✓ concentration (it may be easier for students who find it difficult to concentrate to master an interesting topic);
- ✓ developing skills (students may avoid acquiring certain skills until they know they are relevant);
- ✓ delivery of content;
- ✓ students can have problems mastering content provided through an;traditional methods, such as textbooks.

Based on the above, it is possible to know that the game in education has its own advantages, such as participation. It can be clearly seen that most students enjoy playing exercises.

The researchers found that organizing the game was more motivated and involved than it really was. The essence of this is manifested in the following::

- significant growth; mastery indicators in the form of skill and experimental wind diagrams allow students to clearly see how much they have learned. The idea of completing one of the diagrams can serve as additional motivation;
- increased comfort; make frequent inquiries to find out how many of the readers are “the player of the moment”. Perhaps the gaming environment for them will be more convenient than the class;
- memorization; interactive learning games can increase the level of long-term memorization of knowledge by up to 10 times;
- resilience to failure; often players fail before a player succeeds in a game, i.e. loses. Considering this concept, it is possible to justify that failure is not always the final point by allowing students to complete certain tasks again, on the contrary, it is another step in the learning process;
- feedback; readers need to quickly correct each other's mistakes;



- consistent performance of homework; in a book called “game in education: advances in research and practice”, gamification makes homework as attractive as play, offering students' attention as well as willingness to learn more outside the classroom. If you put a reward for it, you will achieve more students' regular homework.

To date, the profession of an educator in the system of Continuing Education has become the most common profession. This in turn entails weighing experienced and talented teachers into the pedagogical process. In solving this important issue, that is, in the training of personnel at the level of the requirements of state educational standards, it is possible to be carried out by educators only by organizing didactic processes using modern teaching technology and reading - didactic, visual means. One of the main components of the correct Organization of the teaching process is didactic means. Types of didactic agents:

- teaching didactic tools-mobilize students to assimilate new knowledge based on their level of knowledge and passions;
- didactic tools in the form of tests-acquired knowledge, skills and skills are applied for control or evaluation purposes;
- serves to repeat and strengthen the previously mastered reading material;

The tendency to study the basics of computer science is an ascending process, the process of teaching this science can be achieved by being able to prepare the necessary didactic materials. One of the didactic tools of this appearance is the creation of a crossword task and its use in the course of the lesson.

A crossword puzzle is a self-test, an interesting test. The use of crosswords allows you to activate the learning process in the game setting, develop interest in the topic. The solution of tasks in the crossword puzzle develops memory, thinking, expands the worldview, positive emotions that arise in students in the process of solving crossword quests help to avoid overload.

To create a crossword quest:

1. Launch the Hot Potatoes software package, select "JCross" on the screen or in the "Potatoes" menu (Figure 1)-the interface window of this software module will open (Figure 2).



Figure 1

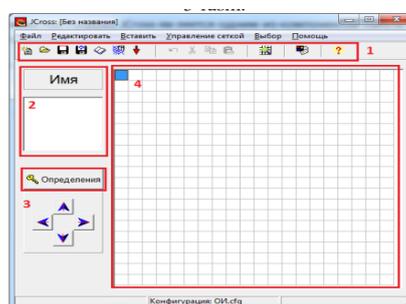


Figure 2

In the program window, the following will be described:

- equipment panel
- navigation: moving arrows on the site
- button to enter definitions
- the crossword puzzle

2. In the "Imya" field to the left of the window, enter the name of the crossword puzzle. If you plan to print a solved crossword puzzle, this area should definitely be filled in (Figure 3). The next step is to enter the words of the crossword and describe it in the crossword grid. In general, words can be placed in the crossword field manually and automatically in the tordam of one of the methods.

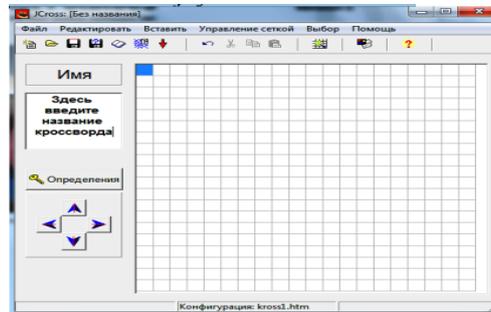


Figure 3

a) when placing words manually, the position of the words in the crossword grid is determined by the user: letters in the word are entered into the crossword field in a row.

b) when placing words automatically, all words are entered in the word input field in the dialog (automatic mesh creation) window named "Sozdat setku krossvorda avtomatichieski", and the program itself selects the options for placing them.

3. Click on the "Управление сеткой" ("Manage Grid") item of the menu "Avtomatischeckaya Setka" ("automatic Grid Maker" (automatic grid creation) mode or on the equipment panel - "Avtomatischeckoe sozdanie setki in crossword" (automatic crossword grid creation) button (Figure 4).

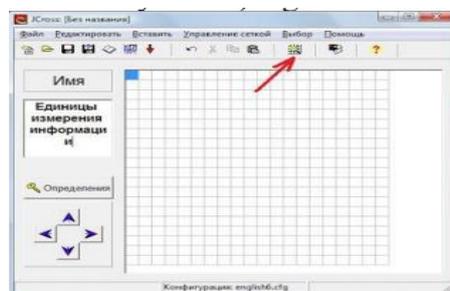


Figure 4

4. In the dialog box "Ввод каждого слова или фразы отдельной строкой" in the opened dialog "Создат сетку кроссворда автоматически", we enter the words of the crossword in the field, in a separate line (Figure 5).

5. Enter the maximum number of cells in the crossword grid in the "максимум size" field.

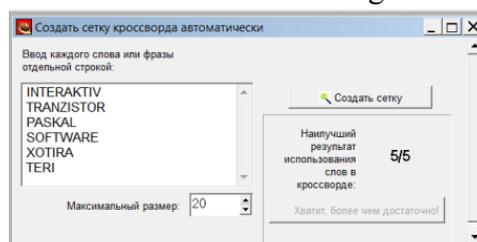


Figure 5

6. After entering the words in the crossword puzzle, click on the Sozdat setku button. The result is described in the jcross dialog in a way where words are placed in the crossword grid (Figure 6).

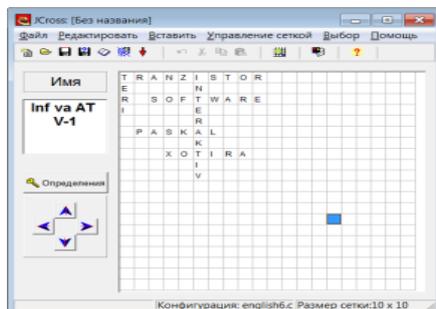


Figure 6

Now you need to enter the definitions of each word. To do this-click on the " Определения ("definitions") button.

As a result, the " Определение " (definitions) dialog box opens (Figure 7).

In this window, to enter a suitable question or definition in a word in the crossword grid: select a word (1), enter its definition or Question (2). After input, each definition is saved by pressing "OK" (3). After entering all the definitions, click the "OK" button at the bottom of the field (4).

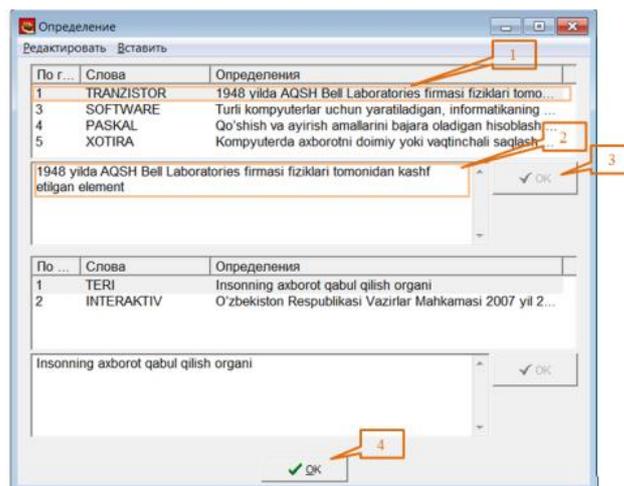


Figure 7

When completing ready-made crossword quests, the following steps are performed: the student chooses the first cell of the word in the crossword puzzle. When the mouse left-click on this cell, the definition or question of the corresponding word appears.

In the process of completing the crossword task, it will be necessary to fill in the fields in the window corresponding to the file configuracii dialog box Podskazki/Kommentarii item in order to describe the auxiliary data in the Uzbek language.

The use of didactic game tools like this will help for learners to further assert their interest in the subject's survival in memory, independent study of the subject, as well as science.



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