

METHODS OF DEVELOPING THE CREATIVE ABILITY OF STUDENTS IN FINE ART LESSONS

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ABSTRACT

In article author discusses the method of innovation technologies implementation, to forming of student's creative abilities and as well to develop among them the love to graphic arts.

Keywords: independent formation, pedagogical technologies, multimedia, akmeologiya, not traditional education, vocational training, composition, image.

INTRODUCTION

It is known that the method of stimulating the cognitive activities of educators is the method of active teaching. Chat, debate, Game, keys-stadi, projects method, problematic method, mind attack and others are the most common and separate feature-rich learning methods. Thus, the formation of personal creativity of the student is understood as a dynamic innovative process of development and renewal of professional skills.

As was the case in all educational spheres of the Republic, a lot of research has been carried out on finding a solution to this problem in the field of Fine Arts. Positive work has been done on the practical implementation of active teaching methods, which will allow to achieve positive results in the field of development of students' creative activities in educational institutions. B.B.If Boymetov proposed to draw mainly national patterns in the curriculum¹, R.K.Rajabov to work individually with students in the mentor-apprentice system for the development of creative abilities² gives more emphasis. S.F. Abdirasilov "the importance of pedagogical technology is determined by the emergence of strong connections between previously acquired theoretical knowledge and newly acquired knowledge"³, that emphasizes. The scientific research work of K.M. Gulyamov will be followed by the wide application of innovative technologies in the educational process, the enrichment of the educational content, its improvement and the acceleration of students' mastery of knowledge, cooperation and individual education, and comprehensive education. aimed at solving design problems. In this process, a person directs his thoughts, attention and emotional experiences at the same time in the direction of effective work. Feedback is established based on the subject-object relationship. Mutual cooperation, "teacher-student" relationship is established between the teacher and the student. The teacher is satisfied with his composition and achievement. Achieving a certain success serves as a factor of new strength and confidence in one's own abilities. The interest of the individual is more and more combined with the interest of the society.

At present, it is undoubtedly impossible to get a new quality education using outdated pedagogical methods. The educational process is in line with the Times and requires new

¹ Boymetov B. Pencil drawing. / Study guide for pedagogical institutes and universities. - T.: TDPU, 1997. -p. 55-56.

² Rajabov R.K., Sultanov H.E. Methodology of teaching fine arts. / Study guide. - T.: TDPU, 2008. - p. 123.

³ Abdirasilov S.F., Nurtoev O'.N. Technology of teaching visual arts in general secondary schools. - T.: TDPU, 2015. - p. 11.

innovative technologies. An important aspect of the innovative pedagogical process is the self-management and self-mobilization of the individual. One of its most important areas is the development of student cognition activities, which leads to the activation of students' educational activities and the faultlessness of their professional specialization.

Due to the new conditions in our life, the use of computer tools and Information Technology in the educational process can be explained by the increased volume of Information, Communication, scientific and technical development in the society. Innovative technology, which implies a step-by-step pedagogical activity, is the process of mastering and developing modern innovations aimed at the formation of an active, creative person who can independently build the life-educational activity of the future specialist, receive corrections to it. Pedagogical innovation aims to improve the quality of the educational process and to change pedagogical practice qualitatively and quantitatively. Modern education can not be imagined without text, graphics, video and animation, and thus multimedia technologies that increase the possibility of using the computer in the learning process. Along with seeing the proposed image, the student's imaginative thinking will help the material to be taken holistic. They will have the opportunity to cross-embody both theoretical and visual materials.

When visual information is used, the formation of an image takes place on average 5-6 times faster than with a verbal statement. A person's influence from visual information is much higher than verbal information. In most cases, it skips the last one. Visual information is easier and more accurate to reproduce. A person trusts visual information more than verbal information. That is why it is not for nothing that it is said that "it is better to see once than to hear a hundred times."

Innovative educational technologies (project), interactive methods (brainstorming, identification of concepts, sequence of confused logical chains) and (Cluster, B-B-B diagram) in order to strengthen knowledge and develop thinking about the subject of training in the visual arts educational process, ("Why" diagrams, "How" diagrams, and classification charts) can be used effectively.

According to the direction, the use of various non-standard tests aimed at determining the level of pedagogical intelligence and professional ability of students is carried out through computer tools. In this case, the test tasks are not only expressions of words, but also in the form of animations. Working with computer technologies is very interesting and is willingly accepted by them, students are involved in serious creative activities that develop their personal qualities. Visual art decorations create a positive mental atmosphere, and gradually certain cultural and moral characteristics begin to appear in students, and their worldview expands. The principles of information exchange on the computer give rise to the possibility of its reconstruction from the organization of a traditional lesson.

Lessons will be more effective if they are based on:

- Thesaurus - a system of concepts that provides teachers and students with the same meaningful comments;
- Fascination - the attractiveness of the presented material increases interest in the subject being studied;
- Visual arts - the principle of cooperation between the teacher and the student, the ability to acquire deep knowledge, perceive works of art, understand the process of creation of works of

art, and apply the received information in practice;

- Conducting the training with multimedia presentations such as stories, presentations of lectures, presentation of new material in the form of reproductions;
- prepare for classes using the auditorium, library or personal computer at home, do homework
- Collect information, work on text, create multimedia;
- Organization of tasks performed by students in classrooms, small groups, and independent work on the computer; this allows for a high level of private approach to education;
- Choosing the optimal option of the educational process, increasing its effectiveness, eliminating the overload of teachers and students; this interdisciplinarity is of great importance for the effective formation of reception of works of visual art.

With the help of innovative technologies, more attention is paid to activities that allow for a broader and holistic perception of works of visual art. Analysis of works of visual art through computers, use of various audio texts, music, animated decorations in organizing virtual tours of museums, practical testing of the interrelationship of visual arts, literature, music and artistic creativity, innovative technologies. serves to enliven students' activities in classes.

Interdependence of education increases students' interest in learning and art. Under the influence of the material content and new educational methods, the student develops the skills of thinking, research, discovery of news, justification, application, attitude to the computer as a means of learning, and the experience of independent creativity increases. When the new generation is actively engaged in multimedia technologies, students' perception of works of art is formed faster.

The active use of innovative technologies in visual arts classes helps to form students' abilities to perceive works of visual art, develop the ability to work with computer programs, and increase the spiritual value of knowledge and skills.

Today, computer technology is the main tool that provides knowledge in accordance with the new content of education and personal development. This tool educates the student to study with interest, find information sources, acquire new knowledge, independence and sense of responsibility, develops intellectual discipline.

In order to increase the effectiveness of the educational process, to form strong theoretical knowledge, skills and qualifications of learners, to develop their creative activities, to ensure their transformation into professional skills, the use of new pedagogical innovative technologies in the teaching process is a requirement of the times. , as a social necessity, its relevance is increasing day by day.

The application of these technologies to the educational process ensures a qualitative change in the content of the general process aimed at personnel training.

The educational process organized on the basis of using the ideas of the theory of new pedagogical technology motivates the achievement of the quality indicator of the state of fulfillment of the social order to educate a well-rounded person and a qualified specialist.

The development of the activities of competent individuals and qualified specialists in the process of social production leads to the acceleration of social development.

Realizing this, many pedagogues are effectively using computer tools to apply innovative technologies in visual arts classes. Through these tools, they use a "master class" on the topic, a trip to world museums, a video tape showing analyzes of the works of great artists, graphic

organizers, and non-standard tests. In addition, the pedagogue personally demonstrates the process of creating a composition, making the lessons interesting.

Using the existing computer tools in practice at the Department of Fine Art and its Teaching Methodology, the following general conclusion was reached about the possibilities of its use in fine art classes:

1. The computer has convenient and wide possibilities for achieving a positive result in improving the communication between the pedagogue and the student.
2. Provides a new and qualitative level of the use of visual explanation and reproductive methods in education.
3. The use of information and communication technologies in classes serves to expand the scope of education, students' knowledge, concentrate attention, and increase the creativity of a person.
4. With the advice of the teacher, it enables them to effectively master the subjects of painting and composition by using educational programs independently.
5. The use of projectors makes it easier to work with texts, show educational videos, increases visibility, and saves time.
6. It allows you to familiarize yourself with electronic encyclopedias, organize virtual tours of world museums and exhibition halls.
7. The use of computer technologies develops students' independent work skills, such as searching, finding, selecting and summarizing information through the Internet.
8. The use of tests allows not only to save time, reduce the consumption of materials, but also to objectively assess one's knowledge and capabilities.
9. The use of computer technologies in classes leads to an increase in students' interest in fine arts and the quality of education.
10. Observing pictures, drawings, tables in bright and interesting forms during visual arts classes, seeing objects through photos and video tapes, clearly perceiving the material on one or another topic, helps to describe the selected material in an interesting way.

Thus, the use of innovative technologies in training and extracurricular activities saves time, the development of personal creativity, the proper organization of educational activities on the basis of psychological and pedagogical knowledge.

In addition, the use of innovative pedagogical technologies in the lessons of Fine Arts:

- * Develops students' perception and learning process;
 - Works on a large scale in a short time;
- * Accelerates the process of checking the theoretical knowledge of students;
- * Strengthens knowledge and skills;
- * Causes students to focus on active creative activities in extra-curricular times.

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