

## METHODS OF USING MODERN TECHNOLOGIES OF TEACHING IN PRIMARY SCHOOLS

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### ANNOTATION

Based on educational goals, students improve their communication culture by developing independent thinking, oral and written literacy, logical thinking. On the basis of the educational purpose the spiritual, ideological, delicate education is given. In the process of language learning, there is an opportunity to get closer to the cultural and moral values of the people.

Based on the above, based on our experiences, we express our views on ways to teach through the use of interactive methods in the classroom.

**Keywords:** Brainstorming, brainstorming, cinquain, debate, round snow, zigzag, technology, interactive, logical thinking, video puzzle, method

### INTRODUCTION

Education is a collaborative activity of teachers and students, in the process of which the development of the individual, his education, and upbringing also takes place. In the classroom, the teacher communicates his knowledge, skills, and abilities to the students through the lessons, and the students will be able to use it as a result of mastering it.

In the process of learning, students use different forms of mastery, that is, they rely on specific differences in the reception, processing, and application of the acquired information. In the process of education, the issues of cooperation between teachers and students during the lesson, independent work of students, education, and upbringing in the form of extracurricular activities are addressed.

The purpose of education is shaped by the needs of society. Therefore, the educational goal should be appropriate and proportionate. In the scientific literature, the purpose of education is to develop the skills and abilities to use the opportunities accurately, clearly, and appropriately, to develop logical and creative thinking, to increase communicative literacy, to assimilate the national idea, to form an oriental upbringing. naval enrichment. Based on educational goals, students develop a culture of communication through independent thinking, increasing oral and written literacy, the development of logical thinking. Based on the educational purpose the spiritual, ideological, delicate education is given.

It shows that the wise policy of our President, who cares about our future, our future generation, is based on the idea that all the children of our country are my children, they should be stronger, more educated and, of course, happier than us.

It is known that the introduction of advanced pedagogical and new information technologies in education not only increases the effectiveness of teaching but also in the education of an independent and logical thinking, well-rounded, highly spiritual person through the application of scientific achievements in practice. is important.

Today, there is a growing interest in the use of interactive methods and information technology in the educational process. One of the reasons for this is that so far in traditional education, students are taught to acquire only ready-made knowledge, while the use of modern technology allows them to search for their knowledge, independent learning and thinking, analysis doing so teaches them to draw even the conclusions themselves.

In this process, the teacher creates conditions for the development, formation, acquisition and upbringing of the individual, and at the same time performs the function of management, direction. In today's education, "Brainstorming", "Networks" method, "Cinquain", "BBB", "Fifth plus", "6x6x6", "Debate", "Roleplay", Modern technologies such as FSMU, "Working in small groups", "Rounded snow", "Zigzag", "I have the last word" are used.

It has a positive effect when used in repetition or reinforcement lessons in the classroom.

The choice of a game depends on the type of lesson, the level of training of students in the game, their level of knowledge, opportunities for independent creative work, the ability to quickly recall what has been learned, the level of creativity. should be

Education focuses on teaching students to think, to understand the opinions of others, and to express these ideas orally and in writing. takes place. The way of life of a nation, its cultural creativity are studied based on its rich historical heritage. Today, the teacher is required to use advanced pedagogical and new information technologies in the teaching process.

Based on the above, based on our experiences, we express our views on ways to teach through the use of interactive methods in the classroom. We believe that it will provide practical assistance to our colleagues in increasing the effectiveness of training sessions. It also helps students become one of their closest assistants in carrying out a responsible task such as choosing their direction and developing skills to prepare for independent living. Below we give recommendations on the application of modern methods of teaching based on certain topics in the classroom. You use it creatively, and let's look for the answer to the question of our first president: "What are we doing today to instil in our children a sense of pride and devotion to our motherland, where every age is sacred" [ 1 ], - we hope that you will contribute to the achievement of the intended goal by implementing modern methods of education and upbringing.

### **THE METHOD OF "FIFTH (SIXTH, SEVENTH ...) SURPLUS"**

This method is especially important when students can think logically. When using it, the following actions are taken:

- Forming a system of concepts that serve to reveal the essence of the studied topic;
- to achieve the emergence of four (five, six, ...) and one non-relevant concept from the resulting system;
- assign students the task of identifying a concept that is not relevant to the topic and removing it from the system;

- encourage students to comment on the nature of their actions (to reinforce the topic, students should be asked to comment on the concepts that remain in the system and to justify the logical connections between them).

This method requires students to think analytically about the topic (or section, chapter) being studied, as well as to express the most important basic concepts.

- When using the method, the following actions are organized:
- the teacher creates a system of basic concepts related and irrelevant to the topic (section, chapter) in equal proportions;
- students identify key concepts relevant and irrelevant to the topic (section, chapter) and remove key non-relevant concepts from the system;
- students explain the essence of their actions.

The method can be used individually, in groups and in groups to ensure that students master the topic and to determine their knowledge.

Applying this method to reinforce a new topic in the study of topics such as “Kitchen appliances”, “Birds”, “Pets and poultry” in the 1st-grade textbook gives a positive result. In this case, four words on the topic and one irrelevant (redundant) word (concept, opinion) are given. Students define that word (concept, though).

For example, the following can be used to complete the task given in Exercise 1 in the 1st-grade textbook. The entry is displayed on the screen. Students identify the redundant word.

Pets: cow, sheep, turtle, horse, dog.

They are then given the task of composing a sentence in the presence of these words, and moral education is given on the basis of the composed sentence.

Example: A horse is man's most trusted friend.

Based on the statements made by the students, love for Mother Nature is instilled in the hearts of the students and they are taught to have a positive attitude towards pets.

### "VIDEO PUZZLE" METHOD

At present, in pedagogical activity, special attention is paid to the organization of the educational process using various media (computer, television, radio, copier, slides, video and audio tape recorders). Teachers have a task to use various media in the educational process.

When using the video puzzle method, the following actions are performed:

- students will be shown several videos without comments to help illustrate the essence of the topic being studied;
- students explain what process is reflected in each sheet;
- record the essence of the processes in their notebooks;
- answer questions posed by the teacher.

Based on this method, a video on the topic will be shown on a computer. Students express their views on the topic of the video, the topic expressed in it. For example, on the basis of "Electrical equipment" (1st grade), "Seasons" (2nd grade), students are given an understanding of our national traditions, customs, economic relations.

### NAVRUZ HOLIDAY (TEXTS FOR USE)

On the day of Navruz, a person meets his parents and relatives. Furuncle people get along on Navruz.

On the eve of Navruz, the elders planted seven varieties of grain in special containers and, depending on their germination, estimated the amount of charcoal to be harvested in the fall.

In some places, water is sprinkled on the ground according to the rainbow that appears on the days of Navruz. If this is done, it will be as if the year will be prosperous.

During Navruz, a rope is made by tying ropes to apricot trees in the garden. The girls gather and take turns jumping ropes. It is said that if a swing flies on Navruz, one year's guilt will be shed.

This method can also be used to test students' knowledge of vowels and consonants in Grade 2. For example, the screen displays vowel sounds. Students write the names of the objects in the pictures in their notebooks. At the same time, students' memories are strengthened, vocabulary is increased.

The use of interactive methods and educational games, modern information and communication technologies in primary school helps students to think independently, expand the scope of creative research and logical thinking, as well as connect them with what they learn in class, increase their interest. . Effective use of conditions created by teachers on the basis of such modern requirements, the organization of lessons based on advanced pedagogical and information and communication technologies guarantees the quality of the educational process.

In our opinion, the main requirements for educational games are:

1. Educational games should be age-appropriate;
2. The games should be relevant to the content of the theme;
3. The time of educational games must be clearly defined;
4. Educational games should have both educational and pedagogical value;
5. The purpose and significance of the educational games should be determined.

Only when the above requirements are met will the effectiveness of the course increase and modern technologies will serve the effectiveness of education.

### REFERENCES

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