PEDAGOGICAL TECHNOLOGIES AIMED AT INCREASING STUDENT ACTIVITY IN THE LEARNING PROCESS

D.O.Shokirova
Independent researcher at Karshi State Technical University
Tashkent chemical technology institute Shahrisabz branch Independent researcher
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Abstract: This article discusses in detail the possibility of improving the quality of education through the use of innovative interactive technologies. It also provides an analysis of the types of many pedagogical technologies aimed at increasing student activity in the educational process, their brief descriptions, and the effective results achieved when using them in the educational process.

Keywords Innovation , interactive , methods , technology , games , critical thinking , pedagogical technology , creative thought

Annotation: V dannoy state rassmatrivayutsya vozmojnosti povyshenia kachestva obrazovaniya za shet usepolzovaniya innovative interactive technology. Takje upominayutsya vidy mnogix pedagogicheskikh technology, napravlennyx na povyshenie activitiy obuchayushchixsya v obrazovatelnom protsessya, short course and analysis of effective results, dostigaemyx pri ix polzovanii v obrazovatelnom protsess.

Key words Innovation, interactive , method, technology, game, critical thinking, pedagogical technology, creative thinking.

Abstract: This article discusses the possibility of improving the quality of education through the use of innovative interactive technologies. Also, the types of many pedagogical technologies aimed at increasing the activity of students in the educational process, brief rates and the analysis of the effective results achieved when using them in the educational process are mentioned.

Keywords Innovation, interactive, methods, technology, games, critical thinking, pedagogical technology, creative thinking.

The formation of students' theoretical interest in social sciences determines the ways to increase the effectiveness of the educational process. The effectiveness of using innovative technologies in the lesson, including games, critical thinking, differentiation , etc., embodies the following tasks:

- every one pedagogical technology effective sides determination , practical education through science interest increase their ways to mark ;
- innovative from methods used without student of creativity development to determine ;
- In students independent work and research qualifications formation and others .

Innovative interactive of technologies application current at the time education efficiency various methods and new from methods used without students intellectual thinking and creative his/her thinking development ,

modern requirements based on teaching , their activity to form , oneself upbringing and labor skills to form drowning with separately separated stands .

High education in front of standing main task students creative knowledge skills is to form . The present on the day science to students effective and good quality of teaching from their paths one new technologies education to the processes right enslavement is considered . The last in years our country education fundamental changes in the field done is being increased .

Education in the process modern interactive from technologies used without education quality increase provision it is possible , this and working release improves its processes and him/her done in increasing for separately importance has is considered .

T scientist in the process students activity to increase aimed at many pedagogical technologies there is (Figure 1) .

Of these the most effective new technologies :

1. Information and communication technologies
2. Critical thinking develop technology
3. Project technology
4. Teaching technology working exit
5. Problematic education technology
6. Play technologies
7. Modular technology
8. Integrated education technology
9. Collaboration pedagogy .
10. Level distinction technologies
11. Group technologies .
12. Traditional technologies

Game technology. In general, the game is one of the wonderful phenomena in human life. In modern pedagogy, the game, the didactic game, is used as an independent technology to understand the subject, and even as an element of general technology in part of the subject. The game is the most powerful means of socializing the student, it allows him to simulate various situations in life, to look for a way out of them. Game technology is very important as a sphere of self-realization as a person.

Critical thinking is the most important current pedagogical concept that is important for the development of interactive technology education. This technology is aimed at developing critical thinking for students and teachers in a conscious and thoughtful manner. Critical thinking is based on arousing students' interest in the lesson, free thinking and the ability to search, draw conclusions, and critical thinking is the systematization of the student's ability to critically think, analyze, compare, organize, sort, analyze and synthesize what he has heard and learned with his own opinion (Figure 1).

This in turn teaches them to research, prove, draw conclusions, perform independent and collaborative creative work, and to freely communicate with

peers, discuss ideas, listen to each other's opinions, respect each other, find ways to solve current problems, and overcome difficulties.

Cooperative learning involves working in multiple structured groups and improves students' communication skills; it breaks down barriers between students.

Figure 1. T alim in the process students activity to increase aimed at the most effective new technologies .

Through differentiated instruction, the individual learning needs of each student are effectively met by:

- satisfaction: ensures the development of understanding and skills;
- Increases self-confidence and motivation;
- encourages creativity by helping students gain a deep understanding of ideas;
- Useful for all students;
- All students can increase their expected results;

A model represents an object, idea, system, event, or process in various ways. In science, teaching methods often involve representations of shapes, whether concrete, visual, verbal, mathematical, or constructed using drawings. In technology, teaching methods often involve iconic (e.g., sketching), analog (e.g., simulation), and symbolic (e.g., mathematical) models.

Models are common representations of various phenomena, often varying in size, and include:

-specific objects;

-objects that are abstracted from the object (for example, images of forces) or larger (for example, a molecule drawing in chemistry) where the phenomenon being described is smaller (for example, a view of a miniature model of a building or a large technology);

-a coordinated system of concrete and abstract ideas expressed in drawings or a depiction of a process[2].

Modeling – the expert gives an example and explains it using demonstrative processes:

leads students to think as experts in the process of learning the content of the subject;

divides the task into stages, creates conditions for students to be as independent as possible, and develops thinking throughout the process.

Use of information and communication technologies:

-offers interesting tools for active learning;

-can be a motivational tool;

-can be used for research, communication, collaboration and implementation;

-allows students to feel a sense of ownership in the task by allowing them to search for information and find their own tools;

-allows learning outside the classroom.

The following achievements can be achieved in the technology of working with groups in education:

- students solve tasks through discussion;
- feels that he has a contribution to make in completing the task;
- creates conditions for the exchange of knowledge and skills among students;
- encourages deep understanding;
- allows students to reflect on their progress and decide what to do next;
- interests and motivates students. Meets the needs of students;
- allows for monitoring and feedback on learning to ensure that the learning process is going well;
- increases motivation and self-esteem;
-gives direction to the learning process;
- allows students to improve the learning process;
- helps students understand the most effective ways to study.

Integrated education is the study of one subject based on the scientific connection of two or more subjects, using the second subject to study it. Mathematics-physics, chemistry-mathematics, physics-chemistry, biology-chemistry, etc. [1]. Interdisciplinary communication - A concept aimed at establishing a connection between educational subjects, a method of using a second subject to understand one subject, which can achieve the following:

-ensures the coherence and balance of the educational program;
-provides the opportunity to gain in-depth knowledge;
- reveals many abilities;
- understanding the topic helps develop skills;
- helps to maximize the value of the educational process;
- allows you to maximize student motivation.

In the process of developing relevant teaching skills in higher education, the ability to use different methods at the beginning, middle, and end of the lesson depends on the teacher's skill in creating lesson plans.

Effective aspects of pedagogical technology:

1. The student will have the opportunity to work independently and will be given the opportunity to improve their knowledge;
2. The student's individual abilities are determined;
3. they study the task in more depth;
4. The student's ability to think and perform increases according to the level of complexity of the task;
5. provides an opportunity for self-examination;
6. The teacher will have the opportunity to help individual students and will be able to be assessed based on their ability to complete the assignment.

In general, any pedagogical technology is effective when the following specific conditions are met: diagnostics; analysis of educational material; learning through programming; organization of interaction in the audience;

prompt feedback; arousing and maintaining interest; assessment of learning outcomes.

The teacher must have personally oriented, developing educational technologies, taking into account different levels of readiness for the educational process. The current personal development of students is carried out in the process of independent activity aimed at learning new knowledge. Among modern interactive educational technologies, personally oriented, developing, problem-based educational technologies, as well as the frequent use of game, project, modeling and information and communication technologies are considered very important.

The relevance of this interactive technology is determined by a high level of motivation for educational activities, increasing the cognitive interest of students, which helps to solve emerging problems, resolve problematic situations in the classroom. Through these technologies, students overcome difficulties, form new knowledge and new ways of acting. Solving educational problems has a positive effect on the psyche of students, and creates favorable conditions for the development of students' communication skills, creative thinking. In addition, familiarization with problems, asking questions about problems, making hypotheses, identifying concepts, conducting observations, conducting experiments, drawing conclusions and results, the ability to create, prove and defend one's own opinion, and independent learning lead to the achievement of such educational outcomes as

Creating problem situations in the lesson is one of the ways to develop the creative thinking of students, and it is interesting for students to conduct lessons using information technologies. As a result, effective learning of knowledge occurs; the level of accuracy in the lesson improves. Of course, this can be achieved using other means - posters, maps, tables, notes, but computer technologies create a much higher level of visualization.

In order to broaden students' worldviews during and after class, obtaining new information from presentations prepared using materials from Internet resources is an interesting and convenient way for students to discuss what they have seen.

Modern interactive technologies in education are considered as a means of implementing a new educational paradigm. Trends in the development of educational technologies are directly related to the humanization of education, contributing to the self-realization and self-realization of the individual.

The task of the modern teacher is to change traditional education aimed at accumulating knowledge, skills and abilities in the process of forming the personality of students, to improve the quality of education in the educational process, to use teaching time productively, to realize the knowledge and creative activity of students, to reduce the time spent on completing independent educational tasks, and to rationally use modern educational technologies.

Pedagogical technology is a structure of teacher actions, which has a predictable nature, and all the actions that make up it are presented in a certain sequence, as a whole, and are aimed at achieving the desired result. The advantages of these technologies are not only to strengthen the role and proportion of independent work of students, but also to develop individual creative potential, individualize the learning process, effectively control and self-assessment. The priority of education is not only the acquisition of certain knowledge, skills and qualifications by students, but also the ability of students to independently acquire knowledge, accept and process knowledge, select the necessary information, connect it with practice, and firmly fix the acquired knowledge in memory.

Through innovative interactive technologies, it is possible to move to active learning. The widespread introduction of innovative interactive technologies in higher education creates conditions for increasing the quality of education, cognitive activity and learning motivation. This allows students to experiment, understand the meaning of the lesson, form understanding, establish a connection between new knowledge and previously acquired knowledge, and make mistakes. Therefore, with this teaching method, the student deeply masters the content of the subject

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