

# ABOUT ENHANCING EDUCATIONAL ACTIVITIES IN INFORMATICS

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**Abstract.** *The innovative pedagogical technologies as a modern teaching methods and tools in educational system is studied. The innovative pedagogical technologies not only create the basis for the competitiveness of any institution in the market of educational services, but allow the intensive development of teacher and student personality, democratization of teacher-student interaction and communication, humanization of the educational process, orientation of students to active learning and self-formation, professionalism of teachers and so on.*

**Key words:** *Innovative pedagogical activity, computer science, innovative activity, innovative educational activity, special courses, qualifying practice*

## ***Informatika fanidan ta'lim faoliyati rivojlantirish texnologiyalari***

**Annotatsiya.** *Ushbu maqolada biz ta'lim tizimidagi zamonaviy o'qitish usullari va vositalari sifatida innovatsion pedagogik texnologiyalarni o'rganamiz . Innovatsion pedagogik texnologiyalar nafaqat ta'lim xizmatlari bozorida har qanday muassasaning raqobatbardoshligi uchun zamin yaratibgina qolmay, balki o'qituvchi va o'quvchi shaxsini jadal rivojlantirish, o'qituvchi va o'quvchining o'zaro hamkorligi va muloqotini demokratlashtirish, insonparvarlik faoliyatini insonparvarlashtirish imkonini berishi ko'rsatilgan. ta'lim jarayoni, o'quvchilarni faol o'rganish va o'z-o'zini shakllantirishga yo'naltirilganligi, o'qituvchilarning kasbiy mahorati va boshqalar.*

**Kalit so'zlar:** *Innovatsion pedagogik faoliyat, informatika , innovatsion faoliyat , innovatsion ta'lim faoliyati, maxsus kurslar, malakaviy amaliyot*

## ***Об активизации образовательной деятельности в области информатики***

**Аннотация.** *В данной статье мы исследуем инновационные педагогические технологии как современные методы и средства обучения в системе образования . Показано, что инновационные педагогические технологии не только создают основу конкурентоспособности любого учреждения на рынке образовательных услуг, но и позволяют интенсивно развивать личность учителя и ученика, демократизировать взаимодействие и общение учителя и ученика, гуманизировать образовательный процесс, ориентация студентов на активное обучение и самообразование, профессионализм преподавателей и так далее.*

**Ключевые слова:** *Инновационно-педагогическая деятельность, информатика , инновационная деятельность , инновационная образовательная деятельность, спецкурсы, квалификационная практика*

## **Introduction**

The activation of educational activity in informatics is a purposeful, purposeful learning process that occurs in the learning process. Concepts such as activity, activity and learning activities form the basis for the activation of learning activities. While the activation of educational activity consists in the effective mastery of knowledge and methods of activity, the educational material becomes the product of the active mental movement of each student [1]. To date, a number of developed countries have extensive experience in the use of pedagogical

technologies that increase the educational and creative activity of students and ensure the effectiveness of the educational process.

*Game learning technology.* A game is a type of human activity used in the educational process to develop skills and abilities by performing various actions with an object in various situations. The game can be divided into computer, simulation, sports, economic, military, business and entrepreneurial and can be used directly in the educational process. The game is the freest, natural form of dedication to real (or imaginary) reality in order to study a person, manifest his "I", creativity, activity, independence, self-realization.

*Problem-Based Learning Technology.* Problem-based learning is learning that serves to develop students' skills and competencies, such as creative exploration, a little research, making certain assumptions, substantiating results and drawing certain conclusions.

*Communicative learning* is a method of teaching students based on communicative communication (oral communication, initiative). These include Brainstorming, Debate, Talk Show and other technologies to develop students' speaking skills. As a result of the analysis of technologies for enhancing the educational activity of students in teaching computer science, we found that when using these technologies, the following requirements must be taken into account:

- formation of motivational activity among students:
- the formation of cognitive activity of students, the development of individual abilities;
- ensuring the active participation of each student in the group in the learning process;
- ensure the active participation of students in the performance of assigned independent work, etc.

*Student-centered educational technologies in teaching informatics.* When using student-centered learning technologies in teaching computer science, students are no less active than the teacher, and attention is paid to the development of students' personal abilities in mastering the curriculum. In the process of his activity, the educator must take into account the integrity, individuality, uniqueness of the human personality, as well as the emotional, emotional, aesthetic, spiritual, creative potential of the student's personality [2].

Yu.V. Bondarskaya, when organizing student-centered education, the following requirements must be taken into account: dialogism, creative activity, support for individual development, focus, freedom in making personal decisions, freedom of choice and expression of content, purposefulness. about creative approach, etc. Based on the above requirements, student-centered learning technologies may include:

- collaborative learning technology;
- Game technology;
- Technology of problem learning;
- technology of human-personality;
- programmed learning;
- modular learning technology;
- technology of self-development.

*Joint learning technology* is education that reflects the joint acquisition of knowledge by students in a team, small group and pair, mutual development, joint organization of teacher-student(s) relationships, the main of which is the idea of performing learning tasks in a team, in small groups or in pairs, together. Also, the main idea of this technology is to read and study together, and not to do the task together. Collaborative learning fosters conscious discipline in the student by acknowledging their success as a group success, completing assignments diligently with their peers, collaborating with peers, helping each other, and finally engaging in honest mental work. solidarity.

*Game learning technology.* A game is a type of human activity used in the educational process to develop skills and abilities by performing various actions with an object in various situations. The game can be divided into computer, sports, economic, military, business and entrepreneurial and can be used directly in the educational process. An example of the use of gaming learning technologies in teaching computer science is the process of explaining the topic of the main and auxiliary devices of a computer, organizing group games on topics such as "The fastest operator", "Who is the fastest programmer". "?", "Who is the fastest programmer?" it is also possible to organize a performance in a game form and other forms, which will depend on the creativity of the computer science teacher and his work on himself.

*Problem-Based Learning Technology.* Problem-based learning is learning that serves to develop students' skills and competencies, such as creative exploration, a little research, making certain assumptions, substantiating results and drawing certain conclusions.

Types of problem-based learning:

1. Statement of the knowledge problem (problem report).
2. Solving problematic tasks (problem practice).
3. Conducting small scientific research (problem experiment).

*A problem situation* is a state of consciousness in which students are aware of the conflict that arose in the course of performing certain tasks (solving a problem, searching for an answer to a question), which requires the search for new knowledge related to the problem being solved.

### *Problem Solving Steps:*

1. Creation of a problem situation.
2. Statement of the problem based on the analysis of the situation.
3. Make assumptions.
4. Check the solution.

We have developed and implemented collaborative pedagogy, a personal approach, an excellent method of teaching language and mathematics in his experimental school. The main goals i are:

- ❖ to promote the formation, development and upbringing of a noble personality in him through the manifestation of the child's personal qualities;
- ❖ development and formation of the cognitive abilities of the child by glorifying his heart and soul;
- ❖ wide and deep knowledge, as well as the creation of conditions for qualification and ideal education - this is the achievement of self-education.

*Modular learning technology.* The smallest modules of modern pedagogical technologies are basic concepts, they seem to act as "bricks" that form pedagogical technology. To achieve the goal of modular technology in the preparation of a computer science teacher, the module is implemented in stages, and each action is considered as an element of learning. Modular technology includes a learning element that includes:

- ❖ Theoretical and practical information related to the teaching of individual elements of the activity: the text of the lecture, practical and laboratory tasks,
- ❖ Information about the materials that provide the necessary training activities: textbooks, manuals, manuals, instructions, slides, teaching materials in general;
- ❖ Control of learning conditions: tests of different levels, independent work tasks, project development, etc. [3].

*Programmed learning* emerged in the early 1950s. It can be given the following definition of programmed learning, that is, programmed learning is the management of the assimilation of programmed educational material using teaching aids: computers, programmed textbooks, movie simulators, etc. Today, the development of electronic software tools, the introduction of which into education can be an example of programmed learning [4].

*Developmental education in teaching computer science.* Today, one of the main tasks of a teacher is to teach students not to think in a certain way, but to solve a problem,

*Developing education* is a specially organized educational activity using scientific and creative methods, independent creative activity and a system of general scientific technologies, aimed at developing students' theoretical thinking

[5]. In each lesson and in each subject there are three main *educational, educational and developmental* pedagogical functions. a) The educational task is not to memorize educational information materials without understanding, but to distinguish educational information, taking into account the main features, patterns and rules. For example, depending on the capabilities of office programs, you should use MS Word to create documents, MS Excel to create tables and charts, create a database, flash drive, permanent memory or SD, DVD drive, etc.

A course based on technologies for the development of critical thinking differs from a traditional lesson. In the lesson, students are not passive, but are the main characters, reading, thinking, researching, writing down if necessary, discussing, analyzing, discussing, defending what they have read with each other. The role of the teacher is to manage and coordinate.

### **CONCLUSION**

In conclusion, we can say that the organization of the educational process on the basis of the activation of the learning activity of students solves the problem of personal activity and brings the activity of students closer to the level of the teacher's activity.

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