



Use Of Modern Information Technologies In The Educational Process

Salomova Ra'no Vassievna

Independent Researcher At The Tashkent Institute Of Irrigation And Agricultural Mechanization Engineers, Tashkent City, Uzbekistan

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ABSTRACT

The article reveals the main methods of using modern information technologies in the educational process. Influence of information and communication technologies on the quality of teaching children and the basic requirements for a modern teacher.

KEYWORDS

Information and communication technologies, teacher, students, multimedia technologies, interactive electronic board, mass media.

INTRODUCTION

Currently, there is a change in the pedagogical paradigm, when the main goal of the education system is to train specialists of dual competence: on the one hand, they are strictly related to the profession, and on the other hand, they are able not only to understand the

capabilities of information and communication technologies (ICT), but also to use them. adapting to the implementation of practical tasks, the solution of specialized problems arising in various areas of human activity.

Information technologies form the basis for the formation of general professional competencies of a modern specialist of any profile. In particular, the use of ICT is a prerequisite for increasing the effectiveness of education, the development of more effective approaches to learning, and the improvement of teaching methods [4, p. 7].

MATERIALS AND METHODS

Fundamental works of domestic scientists were devoted to the problems of computerization of education: B.S. Gershunsky, A.P. Ershov, A.A. Kuznetsova, E.I. Kuznetsova, G.M. Kiseleva, I. V. Abakumova, Yu.A. Gladysheva, E.Yu. Maltseva, L.A. Zaitseva and many others [4, p. 36].

As practice shows, teaching using ICT makes it possible to activate the cognitive activity of students, to form directional perception.

At the same time, the use of ICT capabilities makes it possible to provide students with specific visual-figurative information in combination with graphic and alphanumeric. The perception of information is the most important stage, since the result of the assimilation process depends on the adequacy of perception to the real image [4, p. 58].

The psychological basis of training is the process of assimilation of knowledge, the optimal organization of which involves taking into account its components and patterns. The main components of the knowledge assimilation process include: initial perception, comprehension, generalization (formation of concepts), consolidation of knowledge and the formation of skills and abilities, their application, verification and assessment (self-assessment).

All this can be realized using multimedia technologies. Multimedia (from the English. Multimedia) literally means multimedia, a set of environments where the environment is sound, video, text and other data. The inclusion of multimedia educational materials, new information and telecommunication technologies in the educational process allows: to present educational materials not only in printed form, but also in graphic, sound, animated form, which gives many students a real opportunity to master the material at a higher level; automate the system of control, assessment and correction of knowledge; automate the process of assimilation, consolidation and application of educational material, taking into account the interactivity of many electronic teaching aids; to differentiate and individualize training; significantly increase interest in disciplines, which also determines the quality of education; to access and operate with a large amount of information; to form an information culture, including teaching students to find and use various types of information, which is one of the most important skills in the modern world; organize extracurricular work; provide distance learning opportunities for those who need it [3].

Interactive electronic board. It is widely used in the learning process in a number of academic disciplines, as it allows the teacher to apply new methods and techniques in their professional activities, as well as to make any information more accessible for understanding. Interactive methods can be used as a group teaching method, for teaching using game technologies, for frontal and discussion teaching. The most suitable forms of work are group activities and play technologies. One of the examples of the

implementation of such forms of work is the use of interactive Flash-animation, which implements the technology of free movement of objects.

RESULT AND DISCUSSION

Modern education is unthinkable without the use of mass communication and information technologies. The global process of informatization of society and culture poses new challenges for the educational system. One of the ways to educate an independent, creative personality, able to freely navigate in the existing information society, is the purposeful, thoughtful inclusion of modern information tools in the educational process. Today, a modern teacher is a highly professional teacher who uses information technology in his work. Now the teacher has wide opportunities for using computer presentations in the PowerPoint program, the use of other electronic resources, the possibilities of the Internet, all this is the guarantor of the effectiveness of the educational process. The teacher can prepare the presentation himself or instruct students to create it. Such a presentation can be used during various forms of lessons or as a multimedia guide for independent work of students in preparation for the lesson. According to experts, the use of new information technologies of teaching in the educational process makes it possible to increase the effectiveness of practical and laboratory classes in natural science disciplines by at least 30%, the objectivity of monitoring students' knowledge - by 20-25%. The progress in the control groups of students using information technology, as a rule, is higher by an average of 0.5 points (with a 5-point assessment system). The speed of vocabulary accumulation with computer support for

foreign language learning increases 2-3 times [1].

The use of new information technologies in teaching has several areas of application in the educational process: a computer as a means of controlling knowledge; laboratory workshop using computer modeling; multimedia technology, as an illustrative tool in explaining new material, a personal computer, as a means of self-education [6].

A modern teacher in the preparation and conduct of training sessions in the disciplines of various blocks of the curriculum uses information technology as a tool for teaching children [5].

CONCLUSION

The main modern requirements for a teacher of any discipline are: a high level of computer literacy, information culture, the ability to use various software products to achieve a set goal, knowledge of the functional and didactic capabilities of IT tools. The main task of a teacher carrying out activities in the modern educational process is the development of the student, his personal formation. Informatization of the education sector contributes to the search for ways to use the potential of IT tools in order to increase the efficiency of the educational process, the development of students' skills in using IT tools in future professional activities [2, p. ten].

Thus, the use of information technologies used in teaching students significantly increases the cognitive activity of students; competencies in the field of communication are formed; the creative and intellectual components of educational activities are expanding.

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