

DIRECTING STUDENTS TO CREATIVITY BASED ON THE POWER POINT PROGRAM

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Annotation

The use of interactive teaching methods in fine arts lessons is one of the most pressing problems today. The need to apply pedagogical technologies to interactive visual arts methods, such as brainstorming, clustering, conversation, debate, discussions, puzzles, role-playing games, arises from the study and analysis of the content of pedagogical technology and the essence of traditional education.

Key words: composition, color, graphics, sculpture, arts and crafts.

Controlling, testing and evaluating the knowledge of students is of great importance in the training of modern, competitive specialist personnel. If we do not start it well, we will not be able to achieve the expected result, regardless of whether we use different methods or prepare different assignments for an interesting lesson. Because a psychological process of evaluating one's own work always takes place in the human mind. If the result of his work is not evaluated or if he is not satisfied with the evaluation and reward, his activity will decrease, eventually he may become "Disappointed".

The Power Point program has great potential in multimedia preparation. Using them, multimedia preparation on various topics and use in the course of the lesson is becoming widespread. As a result, it has recently been distinguished by pedagogues as a separate video method.

The development of the use of multimedia in the educational process of the POWER POINT program led to the emergence of various multimedia products, and finally electronic textbooks. The development of information technologies opened the way for the wide development of Internet networks. At the same time, there are some objective problems in the widespread use of multimedia tools.

Currently, we have very few educational videos that can be used in the teaching of fine arts and engineering graphics. But they can be created with students. In the future, the increasing spread of distance learning, the creation of electronic versions of textbooks and manuals will lead to a wider

use of computers in the teaching process. Technical tools also play an important role in organizing the educational process. The blackboard is the most used and least expensive tool in the educational process.

Textbooks, instructional manuals and lecture texts, electronic literature and visual electronic materials are used in the teaching of fine art and engineering graphics of students.

Examples of world-recognized works of art of mature Uzbek and foreign masters of visual arts, as well as methodologically excellent reproduction works, organization of classes using modern computer technologies. Samples of national art are used for training students. Printed samples and electronic versions of film tapes dedicated to the reflection of great artists and their creative processes are widely used.

In the Republic of Uzbekistan, special attention is paid to the development of educational technologies, like the developed countries of the world. A solid foundation is being created for the formation of the national education system, the introduction and use of modern information technologies in all areas, and the expansion of the enjoyment of world information resources. In fact, in the introduction of the updated education system, each future teacher should have the ability to form and educate the professional competence related to his subject and the education of the mature generation, and to have the ability to apply them consistently in pedagogical activities. is an important requirement of today.

The first President of the Republic of Uzbekistan, I. Karimov, gave a clear definition of the concept of a perfect person in the work "Without historical memory - no future". "A perfect person means, first of all, people who have a high level of consciousness, who can think independently, who can be an example to others with their behavior, who are educated and enlightened." The educational system and the school were set as a goal, i.e. to raise a perfect person and bring him to adulthood.

"Pedagogical technology is a systematic method of creating, applying and defining technical and personal resources and their interaction, which has the task of making the entire teaching and learning more effective."

The traditional teaching technology is generally "teacher-student" style, in which the student is considered as an object of the educational process, i.e. as a passive person. Pedagogical technology is based on the "Teacher - education - student" system, in which the student becomes a subject, that is, an active participant in the educational process. In this case, the student becomes an organizer who creates conditions for his own research and observation, and a manager who controls him.

It is possible to note the following factors that have a negative effect on the teaching of fine arts on the basis of modern pedagogical technologies, that is, on its improvement:

- the lack of a scientifically based system of continuous training of teachers in general educational institutions for the practical application of pedagogical technologies;
- the existence of inconsistency between the current level of development of science, technology and technology and the process of ensuring the quality of professional training of visual arts teachers;
- insufficient implementation of best practices in improving the process of training the professional skills of visual arts teachers;
- the development of lessons based on pedagogical technologies is not recommended for visual arts teachers, the insufficient creation of teaching-methodical complexes that allow for the organization of independent education.

Therefore, the creation of the theoretical and practical foundations of the use of pedagogical technologies in visual art classes on the basis of the effective use of the opportunities of modern educational technologies determines the relevance of the research.

The use of interactive teaching methods in painting classes in fine arts is one of the current issues.

The need to apply pedagogical technologies to visual art lessons from interactive methods such as

brainstorming, cluster, conversation, debate, discussion, puzzle, role-playing games arises based on the study and analysis of the content of pedagogical technology and the essence of traditional education.

It is well known to us that the content of traditional education is mainly built on the basis of the authoritarian position of the pedagogue in this process, the slow activity of visual art students, and the main part of the time allocated for visual art is spent on important theoretical knowledge by pedagogues. was used to describe information, it was expressed that the need to ensure the activity of students of visual arts was not felt.

Until now, there has not been any more systematic scientific work or methodical-didactic manual published on the issue of pedagogical technology in teaching the science of painting in school fine art. In order to think about this issue, it would be better to start the issue a little higher and analyze the use of technology, pedagogical technology, and then the use of new pedagogical technology in the teaching of visual arts - in our opinion.

It is one of the modern requirements to improve the quality of creative and practical training of students, highly qualified, competitive creative specialists, artist teachers of the public education system, who operate in the conditions of the market economy, where the development of art and technology is accelerated. A horse becomes interested in science only when he consciously puts a result in the training process and is sure that he will get it. As a result of the research, the following conclusion was reached:

1. The content and ways of organizing painting classes in fine arts based on modern pedagogical technology were scientifically based.
2. Based on the study of scientific-pedagogical and methodical resources related to the topic, it was scientifically justified that the organization of classes on the basis of pedagogical technologies is an actual pedagogical problem.
3. It has been scientifically proven that the organization of painting classes in fine arts on the basis of modern pedagogical technologies is an urgent pedagogical problem.
4. The current situation and pedagogical conditions of the technologicalization of painting lessons in fine arts were studied.
5. The proposed lesson types and content of the lessons significantly increased the students' level of knowledge.

The conscious choice of students' professions based on new pedagogical technologies is important in the continuous education system in the training of competitive profession holders and all-round mature personnel. The research work conducted to guide students to a conscious profession and to improve their preparation for the life process is one of the first attempts to shed light on pedagogical, psychological, methodical, and organizational possibilities.

In conclusion, we can say that no matter what subject the lesson is, if we take a scientific approach, if we creatively use modern pedagogical technologies and non-traditional teaching methods in our classes, we will reach our students' goals faster.

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