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THE ROLE AND PRACTICAL SIGNIFICANCE OF MODERN PEDAGOGICAL TECHNOLOGIES IN THE TEACHING OF DRAWING (ON THE EXAPMLE OF HIGHER EDUCATION)

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Annotation: This article discusses the role of modern pedagogical technologies in the teaching of drawing, their practical significance and originality.

Keywords: Drawing, pedagogical technologies, method, higher education, science.

INTRODUCTION

With the acquisition of independence, Uzbekistan, along with many states, has achieved tremendous achievements in the field of production, science, technology, and education. One of the factors in the development of the field of education in the country is the introduction of new modern technologies in education. In addition to their professional knowledge, the teacher must also have the necessary pedagogical minimum, which includes pedagogical and psychological knowledge, new pedagogical technologies and teaching methods. The subject of drawing enables our youth to harmonize with technological progress and engage in dialogue with it. In machines and mechanisms, when creating and assembling them, when designing parts, its drawing is necessary. Thus, drawing lessons must be conducted on the basis of modern pedagogical technologies for young people who will participate in the development of the future of our country. The main goal of using modern pedagogical technologies is to achieve efficiency by students of easy assimilation of the material covered and advanced training .

MAIN PART

Pedagogical technology is the result of the progress of modern didactics and pedagogy. It

can be considered a new stage on the way to an even better implementation of practical tasks in all the developing main areas of pedagogy that have existed until today. Many are familiar with the description of the definition given by scientists to the concept of pedagogical technology. Summarizing all these statements, we will give as an example the definition of UNESCO: “Pedagogical technology is a systematic method of creating, applying and defining the entire process of teaching and learning, taking into account technical and human resources and their interaction, which aims to optimize the forms of education” . Pedagogical technology is closely related to the composition, means, methods and forms of the educational process (that is, the activity of the teacher with the activity of the teacher). Pedagogical technology is a complex of general pedagogical skills necessary for a teacher in pedagogical activity, as well as beyond it.

One of the important requirements in the organization of modern learning technologies is the achievement of great results in a short period without unnecessary expenditure of mental and physical strength. For a short period, conveying to students certain theoretical knowledge, the emergence of knowledge and skills in them in certain subjects, as well as monitoring the activities of students, assessing students'

knowledge, developing interest in performing practical tasks, requiring high pedagogical skills from teachers, as well as a new approach to the educational process. The development of society at the present stage is characterized by the progress of technology. Modern technological processes interact on all areas of activity.

Technology is translated from Greek as "techne" - art, "logos" - learning (knowledge, education). Technology in a broad sense is a body of knowledge, in a narrow sense it is a set of methods for processing (radical change) of reality. If we talk about the history of the development of mankind, then the first is the technology of the invention of fire by man. Thanks to technology, mankind has achieved the conditions of modern life. Especially, there is an accelerated development and new changes in technologies in the field of information transmission. People's need for information and communication technologies is increasing, as well as the use of computer technology is improving.

Let's look at some technologies. Problem learning. Such an organization of training sessions, which involves the creation of problem situations under the guidance of a teacher and the active independent activity of students to resolve them, as a result of which there is a creative mastery of professional knowledge, skills and abilities, the development of mental and creative abilities.

Design technology

Great opportunities in this regard are opened by the project activity of students, aimed at the development of the child's personality through active methods of action.

I have been using the project method in my pedagogical work for several years now when teaching projection drawing.

Obviously, the student will be able to get the basics of professional knowledge only when he

is given the opportunity for free creative development.

The positive factors of the project activity include:

development of the ability for active practical activity;

creation of conditions for cooperation relations between a teacher and a student, joint creative activity of a teacher and students, contributing to the democratization of the educational process, as evidenced by the attached abstracts and projects of students.

Interactive learning technology

Among modern pedagogical technologies, one of the most effective ones seems to me to be one in which students form an active approach to the learning process, i.e. the ability to independently obtain new information, process the acquired knowledge, raise and solve problematic issues, while creating a situation of success.

The most urgent tasks of our time are improving the quality of education, expanding the horizons of students' thinking, strengthening activities for independent assimilation of subjects. Innovation (from English - neoplasm) - means such concepts as neoplasm, news, change. Its application is mainly related to science and technology. But the application of innovations in human life is becoming wider and more relevant every year, and in general, great success is achieved in the application of innovative technologies in the field of education and upbringing. Innovation - news in the field of engineering, technology, achievements in education and science and the use of highly professional methods, improving the quality of education in the public education system. Improving efficiency, introducing new pedagogical technologies into education. Innovative technologies are methods and means of introducing news into life. As well as the process of introducing pedagogical technologies

by updating known ideas and hypotheses. Through the introduction of innovative technologies in the process of education and upbringing, the teacher must be ready for the new conditions being created. It would be advisable if experienced scientists - teachers, based on the rich experience in the field of pedagogy accumulated in our Republic, working together, would devote all their time to the creation of new technologies, introduce innovative technologies into them. They would also work on the creation of their own modern pedagogical technologies and conduct scientific and methodological work in this direction. There is a need to organize networks of "Innovative Higher Schools" based on their own innovative technologies. In these higher schools, information and communication technologies will be widely used in teaching all subjects. Then the "teacher-computer-student" system will appear in the "teacher-student" chain.

CONCLUSION

An innovative approach to the system of education and upbringing develops in students such qualities as the desire for new experiences, creativity and criticism, and fosters faith in the future. Technologies can be classified as innovative technologies, engineering technologies, information technologies, telecommunication technologies. Taking into account the individual characteristics of students, it is necessary, therefore, to organize the process of the lesson or the performance of independent graphic works in the discipline of drawing, where the teacher would rightly fulfill his noble mission. That is, to achieve the goal in the tasks set for teaching students, and the use of modern information and pedagogical technologies in drawing lessons serve to improve the efficiency and quality of education. Which leads to an increase in students' interest in performing

graphic tasks and the development of graphic literacy in the subject of drawing.

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