USING INTERACTIVE TEACHING METHODS TO ENHANCE CREATIVITY IN TECHNOLOGY SUBJECT

Tanjarova Rano Akramovna *
Almalyk Branch of Tashkent State Technical University named after Islam Karimov, senior teacher *

ANNOTATION: This article analyzes the importance of interactive teaching methods in improving students' creative and creative skills in technology. The article provides information about interactive methods, their types and application in technology. It also considers the methodological foundations of developing creative and creative skills and effective methods for improving these skills through interactive methods. Practical methods for developing a creative approach in students using group work, simulations, role-playing and other innovative methods are analyzed. The article shows that the use of interactive teaching methods in technology lessons is an important tool for improving students' knowledge, developing their creative and creative skills. The research is aimed at studying the effectiveness of the methods and their impact on students.

KEY WORDS: Interactive teaching methods, technology education, creativity, methodological foundations, innovative methods, students' creative approach.

INTRODUCTION

The education system requires the development of high-level creativity and creative skills of modern students. Especially in technology, it is important to provide students not only with theoretical knowledge, but also to form practical skills in them. Interactive teaching methods play a major role in the effective implementation of this process. Interactive teaching methods actively involve students in the learning process, helping to develop their independent thinking, problem-solving and creative skills [4, 1-10]. Interactive teaching methods are methodological approaches aimed at increasing the activity of students in the educational process and developing their independent thinking, creativity and creative skills. These methods ensure the active participation of students in the lesson and increase their direct involvement in the learning process. Interactive methods, unlike traditional teaching methods, encourage students to communicate more, solve problems together, create and be creative. Group work is one of the most effective interactive methods. This method allows students to work as a team, learn from each other, exchange ideas, and make decisions as a group. In technology, through group work, students acquire practical skills, such as creating projects together or solving problems. Problem-based learning is one of the interactive teaching methods that teaches students to solve problems in real-life situations. In this method, students identify the problem themselves, look for a solution to it, and apply it in practice. By using problem-based learning in technology lessons, students are able to carry out production, design, or other technical processes. Mind maps are tools that help organize knowledge systematically. They help students remember and understand topics, and also stimulate the creation of new ideas and concepts. In technology, mind maps are useful, for example, in explaining new technologies, designing and developing projects [1, 80-84]. Interactive presentations, such as PowerPoint and Prezi, help to attract students' attention and make the learning process interesting. Online resources (video lessons, interactive websites and mobile applications) allow students to study and learn independently in their own time. Brainstorming is a method that encourages all members of a group to work together and develop new, creative ideas. In technology, brainstorming allows students to participate in creative activities such as developing new ideas, finding innovative technologies or creating programs [2, 72-85]. These interactive methods not only help students acquire knowledge, but also develop independent thinking and creativity. They motivate students to create and develop creative skills in technology. Technology not only teaches students technical knowledge and skills, but also prepares them for creativity and innovation. Today, the development of students' creative and innovative abilities has become one of the main tasks of technology. Creativity and innovation skills allow students to solve

problems, generate new ideas, and effectively implement technical processes. There are several effective methods and approaches to developing these skills in technology. The creative approach in technology provides students with independent thinking, the creation of new and innovative ideas. In this approach, students are encouraged to make creative decisions through various practices, helping them see technological processes from a new perspective. For example, creativity can be developed by giving students assignments to design a new way, create a new technological device, or improve existing technology. In the project-based learning method, students work in groups to solve real-life problems. This method ensures that students think creatively, develop new ideas, and master practical skills. By working on projects in technology lessons, students acquire skills such as creating a project, planning and developing technological processes. For example, participating in robotics or programming projects helps students develop a creative approach to solving problems. In the problem-based learning method, students are encouraged to apply their knowledge in practical situations. By using this method in technology lessons, students are given the opportunity to solve problems, develop new ideas, and create technological systems. Students identify the problem themselves, analyze it, and find a solution, which increases creativity and ingenuity. For example, students can be given tasks such as creating a new device or developing environmental technologies. By using innovative technologies, such as 3D modeling, robotics, virtual reality, and other advanced technologies, students can develop creative and creative skills in technology. With the help of these technologies, students can bring their ideas to life and participate in the creation of new technical devices or systems. By using 3D printers, students can create and test their own designs in practice. Programming and robotics are one of the important tools for developing creativity in technology. Students develop a creative approach by building robots, writing programs, and controlling technological systems. This process allows students to develop a creative approach to solving complex problems, creating new devices, and creating various technical systems. Developing creativity and imagination in technology provides students with not only scientific knowledge, but also the skills necessary to solve real-world problems. This process plays an important role in preparing students to create innovative ideas, develop new technologies, and creatively approach various situations. Conclusion. Interactive teaching methods play an important role in developing students' creativity and imagination skills in technology. These methods ensure the active participation of students in the educational process and create the opportunity for them to apply the knowledge they have learned in practice. With the help of interactive methods, students are involved in the processes of solving problems, creating new ideas, and solving real-life technological problems. The use of interactive methods in technology serves to prepare students for modern technological processes, develop new ideas and improve their creative skills in solving real problems. As a result, interactive teaching methods are an effective tool for increasing students' creative potential, creating new technological solutions, and developing innovative thinking, so that they acquire not only theoretical knowledge, but also practical skills during the study process.

REFERECES:

[1] Decree of the President of the Republic of Uzbekistan dated February 7, 2017 No. PF-4947 "On the Strategy of Actions for the Further Development of the Republic of Uzbekistan". - Collection of legal documents of the Republic of Uzbekistan, 2017, No. 6

[2] A.N.Leontov, The complex of intellectual games for the development of children's thinking and speech. Questions of Psychology. - 1990. 6.- S. 13-20.

[3] K.Obuxovskiy, Modern Languages: Learning, Teaching, Assesment. A Common European Framework of Reference. Strasbourg, 1997

[4] Davydov V.V. Teoriya razvivayushchego obucheniya [The theory of developmental teaching). Moscow, 1996. p. 9. (In Russian).

[5] Mendayakhova, K. (2009). Bailanystyryp soileuge uiretu arkhyly khazakh tilin okhytudyn ghylymy-adistemelik negizderi [The scientific and methodical bases of teaching Kazakh Language using communicative speech learning] Doctoral dissertation, Almaty. [in Kazakh]

[6] Vygotsky L.S. Izbrannye psikhologicheskie issledovaniya psikhologii [Selected psychological studies of psychology). Moscow, St. Petersburg: Piter, 2006. 713 p.

[7] Tanjarova Rano Akramovna, & Elchiboyev Kamoliddin. (2024). CURRENT STATUS OF GRAPHIC TEACHING METHODOLOGY AND WAYS TO IMPROVE IT. American Journal of Interdisciplinary

Research and Development, 25, 210–213. Retrieved from https://www.ajird.journalspark.org/index.php/ajird/article/view/989

[8] Tanjarova Rano Akramovna, & Elchiboyev Kamoliddin Zayniddin o'g'li. (2023). DEVELOPMENT OF PRACTICAL SKILLS USING INTERACTIVE METHODS. Uzbek Scholar Journal, 16, 85–89. Retrieved from https://www.uzbekscholar.com/index.php/uzs/article/view/596

[9] Tanjarova Rano Akramovna. (2023). ABILITY TO APPLY THE ACHIEVEMENTS OF MODERN SCIENCE IN PRACTICE, CREATIVE APPROACH TO PROBLEM SOLVING. American Journal of Interdisciplinary Research and Development, 14, 205–208. Retrieved from https://www.ajird.journalspark.org/index.php/ajird/article/view/588

[10] Tanjarova Rano Akramovna, Dosmetov Saidaxmet Gulmetovich, & Elchiboev Kamoliddin Zayniddin ugli. (2021). DESIGN CHANGE OF A DETAIL AND ADDITION OF A USEFUL ELEMENT . Galaxy International Interdisciplinary Research Journal, 9(05), 205–208. https://doi.org/10.17605/OSF.IO/V3W7Q