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PEDAGOGICAL ASPECTS OF IMPROVING THE PROFESSIONAL TRAINING OF STUDENTS ON THE BASIS OF INTERACTIVE TECHNOLOGIES

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Abstract: interactive technologies function as the most relevant direction of our time. Innovative technologies are innovations, changes in the pedagogical process and the activity of the teacher, in the implementation of which mainly interactive methods are fully used. The use of interactive technologies in preparing students for kashy and improving their pedagogical skills with the help of them remains an urgent topic of our time.

Keywords: information, innovation, technology, cluster, speech, logical thinking, interactive methods, healthy communication.

The introduction of modern means of information and communication technologies into the educational process has led to the creation, in addition to traditional teaching methods, of a new form of learning-distance learning. Modern technologies lay the foundation for a new organization of distance higher pedagogical education. The modern education system requires a teacher to be ready for a distance learning system, that is, to use advanced learning technologies (Internet, case studies, TV technologies, etc.).k.) requires that he be absorbed. Automation of management of the organization of higher education, the introduction of information and communication technologies in the educational process are one of the main directions of the "program of integrated development of the higher education system for 2017-2021", approved by the President of the Republic of Uzbekistan. Also, the concept approved by the Decree of the President of the Republic of Uzbekistan dated October 8, 2019 No. PF-5847 "On approval of the Concept for the development of the higher education system of the Republic of Uzbekistan until 2030" provides for measures to individualize educational processes based on digital technologies, the development of distance education services, the introduction of webinars, online, blended learning technologies, "flipped classroom". wide access to practice implementation, based on the specifics of educational areas and specialties, the development of the use of modern software products widely used internationally in the educational process, a sharp reduction in the number of various reports and information received from higher education organizations, the rejection of paper forms of their preparation, a phased transition to the "Electronic University" platform, which provides electronic control system and learning processes, library and document management, improving the effectiveness of monitoring the activities of participants in the educational process.the implementation of an electronic system is defined as the main task.

Distance learning uses different learning models, but they all have one feature, which, if any, is that all students and teachers are separated by distance. As with all types of training, various models of distance learning have been developed. These are the following main components of the educational process:

- presentation of the content of science;

- performing practical tasks;

- direct and indirect communication with teachers;

- monitoring and evaluation of students' knowledge.

Each model uses similar content, as well as technologies that implement it. Different models of distance learning differ not only in the technologies used, but also in the level of responsibility of teachers and students, the level of management. In some models, teachers and educational institutions fully retain the function of managing the educational process, as in the classrooms of the traditional education system. However, in other types, learning management passes to the students. A historical analytical study of scientific sources showed that many authors focused their attention on building distance learning models, including E.S. The team led by Paul showed 6 models in their monographs[1].

Currently, the same distance learning models are used in educational institutions of developed countries of the world.

The use of modern information technologies in the educational process has an effective effect on improving the effectiveness of teaching methods, changing the work of teachers, improving their pedagogical skills, and structural transformation of pedagogical systems. This poses specific tasks in the organization and management of informatization of pedagogical processes. Effective organization of pedagogical educational processes on the basis of modern information technologies creates an opportunity to improve the joint activities of the team, teachers, programmers, relevant specialists who create distance learning courses and electronic literature, a more perfect organization of the educational process.

E-books and manuals created using the distance learning model based on the cooperation of several higher educational institutions, firstly, are more advanced and of high quality from a scientific point of view, and secondly, they are somewhat cheaper in economic terms. Distance education in this form was developed within the framework of the program "Cooperation in Education" (Commonwealth of education - 1997) with the cooperation of English-speaking countries of the European continent, Great Britain. This has led to the fact that citizens of English-speaking European countries have the

opportunity to study at universities and colleges in these countries without leaving home, through a specially created telecommunications distance learning system.

In modern education, interest and attention to the use of interactive methods, innovative technologies, pedagogical and information technologies in the educational process is growing every day. In this process, the teacher creates conditions for personal development, formation, acquisition of knowledge and education of the student and at the same time performs a managerial, guiding function. Currently, one of the main directions in the field of improving teaching methods is the introduction of interactive teaching and upbringing methods.

As a result of the use of interactive methods, students form and develop skills of independent thinking, analysis, the ability to draw conclusions, express their opinion, reasonably defend it, conduct healthy communication, discussion, argumentation.

Innovative technologies are innovations, changes in the pedagogical process and the activity of the teacher, in the implementation of which mainly interactive methods are fully used. Interactive methods are called collective thinking, i.e. methods of pedagogical influence are an integral part of the teaching content. The uniqueness of these methods lies in the fact that they are implemented through the joint activity of the teacher and students. The modern methods presented in this article will help to form logical mental, creative, critical, independent thinking in a student, develop abilities, become a competitive, mature specialist, and also cultivate professional qualities necessary for a specialist.

It is known that there are more than a hundred types of interactive technologies, most of which have passed the examination and have given good results. Widely used methods are "cluster", "brainstorming". Effective results in the lesson can be achieved using such techniques as "continue", "presentation", "blitz survey", "problem situation". In the interrogative part of the lesson on the passed topic, the methods "cinquain", "reverse test", "mind curve" are studied, in terms of explaining the new topic - technologies "insert", "Pinboard", "ladder-Ladder", "Boomerang", in terms of fixing the topic - "Venn diagram", "skeleton pisces", "why".. "How?". Graphic organizers, such as "concept table","lily flower", as well as "concept analysis","T-table". The use of methods "resume","Sunflower", "Charkhpalak", methods"Fgmu"," cluster", "BBB" when doing homework contributes to improving students' knowledge, ensuring the effectiveness of the lesson.

Even in pedagogy lessons, in addition to the above interactive methods, you can hear "Yes... no." "Find the owner of the definition", "who am I?You can use such didactic games as "", "domino". During the game, students behave freely, they want to show their knowledge. As a result, the reader has confidence, perseverance. Learns to enter into a discussion. He gets used to substantiate his opinion. At the same time, it is necessary to take into account the age of students, the level of knowledge.

Which technology the teacher and student will choose when achieving the result from the goal remains at their discretion, since the main goal of both parties is aimed

at achieving a specific result, while the technology used is selected depending on the level of knowledge of the students, the nature of the group and circumstances. The "definition and creativity" method.When using this method, the class is divided into groups with preliminary tasks. Groups are conventionally named, for example. The group "descriptors" and "creatives".The first group defines the second group.Then the groups will find out which creator this definition refers to. If they find immediately after the first given definition which writer or poet this definition refers to, they get -5 points, if they find after the second definition, they get 4 points, and if they find on the third attempt, they get 3 points. The teacher asks the group, which discovers which Jodhora the definition refers to, to add information about the life and activities of the creator again, and evaluates.With this method, every student will be able to participate.

The pedagogical process requires, first of all, live communication. Currently, the use of computer technologies in combination with new pedagogical technologies and traditional methods is highly effective. A computer is considered a powerful teaching tool, especially in the education of speech, the development of logical thinking, and the coverage of problematic topics. The task of a primary school teacher is to provide students with the necessary assistance in a quick and convenient way, a necessary condition for the development of a student's oral speech. To do this, it will be necessary to effectively use modern information and communication technologies, based on the content of the topic during the lesson. Only then it will be possible to organize the process of learning the Uzbek language at a high level, giving exercises and tasks in accordance with the personal abilities of the student, the level of knowledge. The effective organization of lessons will be facilitated by the introduction of advanced methods of pedagogical technology into the educational process and the rational use of information technologies in teaching Uzbek to students belonging to Russian and related languages.

In the process of pedagogical education, the conversational method is widely used. The conversational method is a method of verbal utterance that causes students to be active, in the process of searching for an answer to the question posed by the teacher, the student reflects, expresses his opinion, tries to prove it. This develops the student's skill of independent thinking. A dispute is a way for a group to find a solution to a problem. At the same time, each reader tries to restore the truth by justifying the interlocutor's opinion or denying it.

The method of visibility is implemented with the help of various visual aids. Conscious and thorough mastery of a new word requires exhibitionism. There are different subjects in this.tables, drawings and other visual media, filmstrips, film and television broadcasts, multimedia media can be used.

Educational didactic games are more often used in practical classes. The game occupies an important place, especially in the activities of younger schoolchildren. The game is the main tool in the development of creative thinking of students. Cognitive games contribute to facilitating the process of learning knowledge, the full involvement of

students in the lesson.

Based on this, it is advisable to use interactive technologies more widely among students in pedagogy lessons for the development of speech skills and professional skills of students.

Educational and didactic games occupy a central place, especially in the activities of younger schoolchildren, they are the main means of cognition of the world and oneself, the development of creative thinking of students. Educational games, which are of great importance for strengthening the interaction of students and cooperation with teachers, facilitate the process of learning knowledge, and fully involve students in the lesson. However, they can be used based on the age characteristics of students. Thus, the effectiveness of the application of interactive technology to students will be higher.

When using educational games, it is necessary to know the norm, their excessive exaggeration can distract the student from the purpose of the lesson. I consider it advisable to use the following didactic games when conducting Uzbek language lessons in primary schools where instruction is conducted in other languages.

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