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Implementating Modern Educational and Information Technologies Into the Higher Educational Process

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Abstract:

This article discusses the issues of introducing modern educational and information technologies into the higher educational process. Modern educational technologies are focused on individualization, distance and variability of the educational process, mobility of students, regardless of age and level of education.

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To implement the student's cognitive and creative activity in the educational process, modern educational technologies are used, which make it possible to improve the quality of education, use study time more effectively and reduce the share of students' reproductive activity by reducing the time allocated for homework. Modern educational technologies are focused on individualization, distance and variability of the educational process, mobility of students, regardless of age and level of education. Nowadays higher educational system in the Republic of Uzbekistan presents a wide range of educational pedagogical technologies that are used in the educational process. The introduction of modern educational and information technologies into the educational process leads the teacher to the following:

- develop the depth and strength of knowledge, consolidate skills in various fields of activity;
- develop technological thinking, the ability to independently plan your educational and self-educational activities;

- cultivate habits of strict adherence to the requirements of technological discipline in organizing training sessions.

Changing educational technologies and the introduction of information and communication technologies expand the educational framework. The question arises of how a teacher can transform traditional education, aimed at accumulating knowledge, skills, and abilities, into a process of personal development. The methodology for teaching the subject of technology includes a set of specific techniques, methods and techniques of pedagogical activity in individual educational processes. It occupies a place among other educational areas: culture and aesthetics of work; receiving, processing, storing and using information; basics of drawing, graphics and design; elements of home and applied economics, entrepreneurship; acquaintance with the world of professions, choice of life and professional plans; the impact of technological processes on the environment and human health; project activities; history, prospects and social consequences of the development of technology and engineering. Modern technologies in education are considered as a means to implement a new educational template. The development of educational technologies is directly related to the humanization of education, which promotes self-actualization and self-realization of the individual. Educational technologies also imply an educational aspect associated with the formation and development of personal qualities of students. Technology is ways of activity and how a person participates in activity.

Pedagogical technology is defined as: a set of techniques, forms, methods and means of transmitting social experience and its technical equipment. This is a set of ways to organize the educational and cognitive process or a sequence of actions, operations that are associated with the activities of the teacher, aimed at achieving the goals. Pedagogical technologies are interconnected and constitute a specific didactic system, which is aimed at nurturing openness, honesty, goodwill, mutual assistance and provides the educational needs of each student in accordance with their characteristics.

In the modern educational system, the following technologies are becoming the most relevant:

- Distance learning technology
- “Portfolio” innovation assessment system
- Design and research technologies
- Technology for solving inventive problems
- Technology of modular and block-modular training
- Technology for developing critical thinking
- Gaming technologies
- Problem-based learning technology
- Information and communication technologies
- “Case” – technology
- Reflective learning technology
- Health saving technologies
- Workshop technology

The implementation of creative and cognitive activity of teachers in the educational process implies the use of various modern educational technologies that improve the quality of education. Below I am going to address Problem based learning technology which is very effective .

Problem-based learning is understood as the organization of training sessions that involve, under the guidance of a teacher, the creation of problem situations and active independent activity of students to resolve them. As a result, creative mastery of professional knowledge, skills, abilities and development of thinking abilities occurs. Under the guidance of the teacher, students organize independent search activities to solve educational problems, forming new knowledge, skills, development abilities, cognitive activity, curiosity, erudition, creative thinking and other personally significant qualities. A problematic situation in teaching has educational value only when the problematic task offered to the student corresponds to his intellectual capabilities and helps to awaken in the students the desire to get out of this situation and remove the contradiction that has arisen. Problem tasks can be educational tasks, questions, practical tasks, etc. But you should not confuse a problematic situation and a problematic task, because in itself it is not a problematic situation and can become one only under certain conditions. Using different types of tasks, a problematic situation can be created. The essence of problem-based learning technology is to pose a problem to students, and they, with the direct participation of the teacher, independently explore ways and means of solving it. In this way, students build a hypothesis; outline and discuss ways to verify its truth; argue, conduct experiments, observations, analyze their results, reason, prove.

According to the degree of cognitive independence of students, problem-based learning is carried out in the following forms:

- The teacher himself poses the problem (task) and solves it himself with active listening and discussion by students. The method of problem presentation, where the least cognitive independence of students.
- The teacher poses a problem, students solve it independently or under the guidance of a teacher. The method is partially search, here there is a separation from the sample, opening up space for reflection.
- The student poses a problem, the teacher helps to solve it.
- The student poses the problem himself and solves it himself.

The main goal of research activities is to promote the development of thinking and broaden the horizons of students, awaken their interest in the subject and realize their creative and scientific potential. Problem-based learning technology, like other technologies, has advantages and disadvantages. Advantages of problem method technology:

- creates opportunities for the development of attention, observation, activation of thinking, activation of cognitive activity of students;
- develops independence, responsibility, criticality and self-criticism, initiative, innovative thinking, etc.;

Design is the process of developing and drawing up a project. What is the project method? This is a set of cognitive techniques that allow solving a particular problem as a result of independent actions of students, with the obligatory presentation of these results. The project method is not fundamentally new in world pedagogy. The main idea is to organize activities for students in a social environment

with the aim of expanding and enriching life experience. It was extremely important to show children their personal interest in the acquired knowledge, which can and should be useful to them in life. Project technology is practical creative tasks that require students to use them in order to solve problem tasks, knowledge of the material at a given historical stage. The method teaches you to analyze a specific historical problem or task created at a certain stage in the development of society. By mastering the technology of design modeling, students learn to think creatively and predict possible solutions to the problems they face.

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