

USING MODERN EDUCATIONAL TECHNOLOGIES IN ELEMENTARY CLASSES

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Annotation:

The article explores the collaborative efforts of teachers and students in the learning process, highlighting perspectives and observations on utilizing interactive methods and information technologies, including modern technologies, in education.

Keywords: education, upbringing, interactive methods, modern technologies.

INTRODUCTION

The article discusses the collaborative activities of teachers and students in the educational process, emphasizing the utilization of interactive methods and information technologies, including modern technologies, in education. It highlights the progress of individuals, their knowledge, and character development through the learning process. Teachers convey their expertise, concepts, and skills to students through various activities, while students, in turn, enhance their ability to utilize this knowledge through self-directed learning, analysis, and practical application. The learning process involves students utilizing various forms of self-directed learning, such as accepting acquired knowledge, reviewing, and applying it practically, leading to their unique interpretations. The collaboration between teachers and students, independent student work outside the classroom, and addressing educational and disciplinary issues beyond the classroom are resolved. Global trends show the widespread integration of information and communication technologies and the internet into the educational services, leading to globalization of educational services. Considering these positive aspects in the field of education, the demand for the widespread use of information and communication technologies in public education is growing.

Today, students in general education schools are improving their cognitive abilities, showing a deeper interest in delving into the educational content, and being curious about staying informed about global news using information and communication technologies. It is evident that teachers today are eager to utilize independent searches, self-study, and critical thinking, requiring them to be well-versed in modern pedagogical and new information technologies. The 21st century is often referred to as the "era of information technologies."

Presently, many achievements have been made in the field of education. At the same time, effective innovations have been implemented in the educational process. Conducting lessons based on innovative technologies leads to positive outcomes. Utilizing information and communication technologies in the learning process requires consideration from various pedagogical, psychological, didactic, organizational, economic, social, ecological, and other perspectives. The lesson process is a complex creative activity. Its effectiveness is largely dependent on the involvement of students. To activate them, more time should be allocated for

activities such as using information technologies, games, discussions, competitions, trips, conferences, roundtable discussions, role-playing games, working with books, computer exercises, etc.

The extensive use of information and communication technologies in the learning process creates ample opportunities for students to deeply personalize their learning materials. Introducing modern technologies into pedagogical processes is a current requirement, ensuring the integrity of education today. Most elementary school students are already computer literate. They learn how to play various games, how to use computer components, similar to learning in a playground. Presently, there is a growing interest in utilizing interactive methods and information technologies in the learning process. One of the reasons for this is that traditional education has focused on teaching students ready-made knowledge, while the use of modern technologies encourages students to explore and find their own knowledge, engage in independent learning and thinking, analyze, and even draw their own conclusions. Modern methods such as "Brain Attack," "Mind Attacks," "Networks," "Sync," "BBB," "Fifth Extra," "6x6x6," "Debate," "Role Play," "FSMU," "Working in Small Groups," "Twisted Ball," "Zig-zag," and "Last Word is Mine" are being used in today's education.

Choosing the right type of game assignment, the degree of students' readiness to perform game assignments, their level of knowledge, independent creative opportunities, the speed of recalling the learned, and the degree to which creativity has been shaped should all be considered. Today's educators demand the active use of pedagogical and new information technologies. Based on our experience, we present our thoughts on the ways of delivering education through interactive methods and information technologies in lesson activities.

"The Fifth (Sixth, Seventh...) Extra" Method: This method is of particular importance when students develop logical thinking skills. The following steps are taken in implementing this method: shaping the conceptual system that serves to illustrate the content of the topic under study, creating four (five, six, seven...) and one concept not related to the topic, clarifying how each process is reflected in the concept, clarifying the non-relevant concept, and assigning students the task of extracting and explaining the non-relevant concept. Using this method, the topic is presented in a video format through a computer. Students express their thoughts and observations on the topic presented in the video. When these requirements are met, the effectiveness of the lesson increases, contributing to the effectiveness of modern technologies in education.

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