The Use of Information Technology in Technology Lessons

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Abstract: The article discusses the ways of using information technology in technology lessons.

Keywords: information technology, powerpoint, presentations, types of computers, modern technologies.

Today, the priorities are the cardinal improvement of the regulatory framework for the use of information technologies in education, the integration of advanced foreign experience, research and modern technologies into primary education, the formation of knowledge, skills and abilities among primary school students. a task. It begins with the training of future primary school teachers so that they are methodically strong.

The action strategy for the further development of the quality of education in the Republic of Uzbekistan includes such important tasks as "radically improving the conditions for the development of intellectual and creative thinking of students to achieve efficiency in education, ensuring access to information technologies, improving the skills of teachers and professionals." The development of information and educational resources, the system of creative materials and their implementation in practice, the development of interest in science are among the most pressing issues in the education system for advanced technology training of future primary school teachers.

It is emphasized that the use of information technology in technology lessons in primary school and their implementation in the classroom should solve a number of issues:

1. Information technologies are a unique type of innovative technologies in teaching primary school students;

Every innovative technology finds its place in technology lessons in elementary school. In particular, information technology, a type of innovative technology, serves to develop students' thinking, worldview and reasoning skills. Interactive methods of information technology, unlike didactic games, are good for reflection and practice, seeing all the concepts and topics on the screen. It was noted that technology lessons are the best tool for using information technologies and their types.

2. It is necessary to create a database of topics that are necessary in the transition from technology lessons in elementary school to information technology; The use of information

technology in technology lessons in elementary school provides a basis for in-depth knowledge, imagination and understanding of the topic.

3. It is necessary to develop a system of didactic tools for the use of information technology in technology lessons in elementary school;

4. Identify and organize the use of information technologies that can be effective in the process of technology lessons in elementary school.

The teacher must have special skills and competencies to use didactic tools when using information technology in technology lessons in elementary school.

Materials on the use of information technology in technology lessons in primary school should address the following issues:

1. To determine which traditional, non-traditional methods and forms to use in theoretical (lecture) and practical classes from selected materials in the selection of materials on the use of information technology in technology lessons of primary schools and to increase the effectiveness of their teaching.

2. Selected materials on the use of information technology in primary school in technology lessons, taking into account the development of students' independent, creative thinking, cognitive abilities, logical thinking, practical exercises.

3. To develop a methodology for effective teaching of selected materials on the use of information technology in technology lessons in primary school for future primary school teachers.

When future elementary school teachers use selected materials on the use of information technology in technology lessons in elementary school, they pursue the following goals:

1. The selected materials meet the requirements of the curriculum and scientific and technical program to help elementary school students easily master them;

2. To develop the scientific worldview and practical skills of elementary school students;

3. To develop independent and creative thinking in younger students;

4. The development of abstract thinking, logical observation in younger students;

5. Be able to easily apply the theoretical knowledge of younger students in practice;

6. The use of selected materials on the use of information technology in primary school in technology lessons in the educational process should be purposeful and systematic, with the selection of the necessary pedagogical situation.

The following didactic requirements may be imposed on selected materials on the use of information technology in technology lessons in primary school:

1. The content of the selected materials must comply with didactic and methodological requirements.

2. The content of the selected materials should be simple, concise and complete.

3. The content of the selected materials and the facts presented in them must correspond to reality.

4. The selected materials and control questions should be clear and understandable.

Information technology is a personality-oriented technology that involves the intellectual and emotional-motivational development of students, the formation of knowledge and professional

skills, a value-based approach to the educational process, increased activity, self-awareness and independence.

Currently, the following basic information technologies are widely used and studied in education:

Electronic training manuals. The learning process consists of the interaction of a teacher, a student and textbooks. The capabilities of modern computers and information technologies allow the use of textbooks in the process of teaching and learning.

Electronic educational and methodical complexes is an educational and methodical complex consisting of a didactic, software and technical interactive training complex in the environment of modern information technologies and the provision of educational materials based on computer technology, audio-video tools.

Electronic educational materials - electronic textbooks, electronic textbooks, electronic lecture materials, electronic libraries, audio-visual materials of the appropriate volume (GD, Flash, etc.), Interactive training courses, laboratory tasks for computer experiments, test systems.

An electronic textbook is a textbook designed to use computer—based teaching methods, self-study, educational materials related to a specific subject, educational literature for comprehensive and effective assimilation of scientific information or computer-based teaching methods.

E—learning is an educational resource based on modern information technologies that allows you to collect, describe, update, store, present and control knowledge interactively.

Multimedia is a set of hardware or software for a computer, consisting of a set of audio, video and various animation effects. Sound, video, and animation can be called "multimedia elements".

Multimedia technologies combine many types of information. For example:

a) scanned images;

b) Recorded sound, musical effects and music;

c) videos with complex video effects

d) various animations

In addition to multimedia, you can add a projector and an interactive whiteboard.

It is important to note that the knowledge gained through multimedia can be stored in memory for a long time and put into practice when necessary. As a rule, with the help of multimedia, the following learning outcomes can be achieved:

acquiring knowledge is voluntary, not mandatory;

multimedia is welcomed by the reader, which in turn changes his attitude to the subject;

the student has the opportunity to express himself in relation to others;

there is a new objective criterion for evaluating student performance: the winner is the one who knows more and successfully applies;

the opportunity to give free rein to your fantasies, a feeling of fear, a feeling of ridicule from others, the fear of getting a bad grade;

a healthy competitive and competitive environment in the team;

students strive to overcome existing problems on their own;

there is an opportunity to establish a real interdisciplinary connection.

Multimedia books are textbooks, software, and text, audio, static, and video information that are stored on a single medium (for example, on a CD).

Flash is a creative web designer's tool that allows you to create various presentations, mini-games, multimedia web pages, dynamic websites and any other multimedia products. Flash products are small in size, so they are easy to upload to web pages or send them over the Internet.

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