

Using Innovative Technologies in the Process of Developing Students' Graphic Skills

Yusufzoda Shabnami Yunus

Urganch State Pedagogical Institute, Faculty of Primary Education, Senior Lecturer,
"Methodology of Primary Education" Department

Abstract: This article examines the use of innovative technologies in the process of developing students' graphic skills. Graphic skills play a crucial role in enhancing students' visual literacy, analytical thinking, and ability to effectively comprehend information. The study analyzes the essence of modern innovative technologies, their impact on developing graphic skills, and their integration into the educational process. As a result, practical recommendations for utilizing digital tools to improve graphic skills have been developed.

Keywords: graphic skills, innovative technologies, visual literacy, educational process, digital tools, analytical thinking, integration.



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President of Uzbekistan Shavkat Mirziyoev signed a decree "on the establishment of the Ministry of innovative development of the Republic of Uzbekistan" on November 29, 2017. The decree notes that in modern conditions, the widespread use of the achievements of World Science and innovation activities is becoming an important factor in the consistent and sustainable development of all spheres of society and state Life, the establishment of a worthy future of the country. At the same time, the presence of existing systemic problems in our country, insufficient use of existing opportunities and potential for the development and implementation of innovative ideas and technologies prevent the effective implementation of the intended reforms and the rapid innovative development of the country. By decree, the main directions of innovative development of Uzbekistan were determined. Our country is lagging behind the world in high-tech areas. We created such conditions by organizing the Ministry of innovative development to modernize all spheres, keep pace with the world. This team should show clear practical results in this regard at the end of the year, " stressed prezintimiz Shavkat Mirziyoev.

The rapid development of Informational Technologies has left a certain mark on the formation of the personality of mankind over the next years. The rapid penetration of new information, advertising, the use of computer technology in television, the widespread use of electronic toys and computers are affecting the upbringing of children. As a result, the games he loves, his favorite characters and interests also change. Outdated curricula and methodical methods lead to a decrease in students' knowledge.

Teachers, on the other hand, are encouraged to seek more modern methods and means of teaching. One such tool is a computer. Television, video recorder, books are considered a universal toy, embodying the possibilities, and a modern computer capable of various games is at the same time considered equal for a child to be able to answer his questions and actions. The use of computers in the educational and extracurricular activities of the school is one of the effective features of the growth of motivation for reading in a child and the development of creative opportunities. A number of educators are hesitant about the development of computer literacy in primary school students. Some of them believe that computers are just another tool that distracts the child in the classroom, while others argue that without serious professional training in the field of computing techniques, teachers cannot use computers in classes and teach children to computer literacy. The third, however, is that the constant use of computers leads to a state in school in which they represent the danger that humanity will be able to neither add nor count numbers without a computer. There is another important resistance, which is the problem of children having little communication with each other.

Because in computer times they spend a considerable part of their time on the computer. The philosophy is that in the context of innovative education, even the field of Primary Education has no choice but to adapt it to the informative age. Acquaintance with the calculation technique is considered only part of such an adaptation. The main goal of the innovative educational setting is that it is necessary to teach children to process information and information, to be able to complete assignments, to communicate with people and to understand the essence of changes in society. Computer goals should be implemented in mathematics, social sciences, medicine and mother tongue classes.

Such integration cannot be the result of completion for 1 year or the implementation of some project. Rather, it is an endless process. It includes the unity of the goals of general computerization of the educational process. Its implementation can be achieved as a result of the collaborative work of the administration, teachers and educators.

The social facets of computerization, approaches to the solution of basic methods and tasks, methods of processing data on a computer are gradually complicated and discussed in mathematics, medicine, social sciences and native language lessons in different ways. In this situation, the computer becomes a means of exchanging information and information between the student and the teacher. The range of applications of computers in the educational process is huge: a computer is both an object of education and an educational tool (method). That is, there can be 2 directions of the teaching of computerization: the study of Informatics and its use in the study of various objects (disciplines).

In this, computer education is a way of increasing the effectiveness of learning. The computer has greatly expanded the possibilities of providing educational information. The use of modern means of color, graphics, sound, video technology allows you to model different situations and environments. The computer enhances the reader's motivation. While working on a computer, the reader will be able to reach the solution of the assignment to the end, relying on the necessary support. The types of tasks that the reader is completing expand a long time: composing, programming, etc.

The computer allows you to qualitatively change the control over the activities of the reader, the computer checks all the answers, and in most cases not only displays the error in view, but also accurately determines its character for timely identification and cancellation of the cause of its appearance. When a computer puts a "2" on readers, they quickly rush to fix it. The teacher does not have to call on the student to be disciplined and attentive. Because after 2-3 minutes on the screen, the next task will appear. The computer helps in the formation of the reflex of their activities in students. The use of computer technology makes the lesson more interesting, modern, individual learning takes place, Control and conclusion of endings, timely and objective. The

needs, development and formation of interests of the personality of the student are carried out by various methods, as well as by methods of Fine Arts. Success can only be achieved when students are willing to accept paintings, sculptures, architecture and decorative and Applied Arts along with independent pictorial activities. An elementary school teacher is obliged to teach children to read, to develop their cognitive needs. It is necessary to provide the means of knowledge to master the necessary scientific foundations. Therefore, one of the main goals is the development of educational and cognitive processes.

Educational and cognitive activity develops cognitive processes, logical thinking, attention, memory, speech, imagination, supports interest in reading. All these processes are interconnected. An electronic interactive whiteboard is a screen that is connected to a touchscreen computer, and if you touch the face of an interactive whiteboard to get the computer started it will work. A Special Provision program called SMART Notebook, on the other hand, facilitates work on interactive whiteboards, provides work on texts and audio - videomaterials. SMART Technologies Inc. (www.smarttech.com) released the first interactive whiteboard in 1991. Since then, the SMART product has achieved unlimited success all over the world. The peak of the progress of the Board (Class Board) is the electronic interactive whiteboards. These whiteboards are similar to regular whiteboards. But whatever is written on it will quickly go to the PC screen. Written information is stored in the form of a file and can be removed from the printer. The best thing about electronic boards is that the possibility of animations in it is very high. There is an opportunity to quickly and qualitatively perform drawing, adding, preparing lecture texts and other similar works using colors and animations.

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