



USE OF INTERACTIVE PEDAGOGICAL TECHNOLOGIES IN LESSONS

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Abstract:

Interactive technologies are a type of method used in pedagogy. Interactive pedagogical technologies are a set of methods that help to increase the level of knowledge of students and increase their interest in science. If students' interest in science grows, they will become masters of their profession in the future.

Therefore, the main purpose of the use of interactive pedagogical technologies is to increase students' interest in science and to increase educational performance using innovative technologies. The role of educators is important in the application of these methods. Every educator must have creativity and competence

Keywords.

Pedagogical technology Pedagogical skills student ability pedagogical methods

This means that the role of the educator is important in the use of interactive technologies in the classroom. In order for a teacher to use these methods effectively, he must have pedagogical skills.

These abilities are:

1. Didactic skills - the ability of the teacher to explain the material in a way that is understandable to students and to engage students in science.
2. Academic ability - the ability to have a multifaceted knowledge of the relevant areas of their subject.
3. Perceptual abilities - the ability to enter the inner world of students and the ability to psychologically observe students.
4. The ability to speak - the ability to express their thoughts and feelings in clear and concise words through facial expressions and pantomime.
5. Organizational skills - the ability to motivate students as a team.
6. Authoritarian Abilities - The word "authoritarian" is derived from the Latin word meaning "power of influence".
7. Communicative ability - the ability to deal with students correctly, the presence of pedagogical politeness with them
8. Pedagogical imagination is the ability of a student to imagine the future dreams.
9. Proper Distribution of Attention - Managing the volume mobility of all features of attention.
- 10 The educator's ability to observe is to know what students are doing and to observe them

The combination of all these abilities in pedagogy makes the lesson meaningful and provides students with a good knowledge.

A variety of interactive pedagogical technologies can be used in the classroom. Interactive lessons are a modern way of teaching students effectively. One of the interactive technologies is the VENN diagram.

The purpose of the VENN diagram is one of the technologies aimed at increasing the level of knowledge of students.

If we connect the VENN diagram to medicine, we are talking about two diseases, and in the middle there are similar symptoms on both sides.

- 1.A / D
- 2.SHISH
- 3. Stinging pain
- 4. Polyuria
- 5. Cyanosis
- 3. Heart disease / similar syndrome / Kidney disease /
- 1.SHISH
- 2. CYANOSIS
- 3. AD
- 4.POLIURIA
- 1.A-D 5.VOMING
- 2. Cyanosis
- 3. Polyuria

This method detects the similar symptoms of two different diseases, which means that this method helps us to make a correct diagnosis. Knowing the similar symptoms of the disease and distinguishing them from each other allows doctors not to err in making a diagnosis.

Inter-active technologies aim to achieve high results in a short time without spending excessive mental and physical effort.

In the course of the lesson, the delivery of certain theoretical knowledge to the student is to increase their interest in science.

The FSMU method is one of these technologies

- F- state your opinion
- S- Enter a reason for your statement
- M- Give an example to justify your reason
- U- Summarize your opinion

This method is one of the ways to reinforce a topic, in which the student independently reinforces the object of study by giving examples.

. Insert method

This method is one of the ways to show the level of knowledge and skills of students, that is, the student expresses his opinion through symbols.

For example, in order for fertilization to take place, a woman's body needs to develop follicles, if the student knows the answer, that is, if he knows about it.

- I checked the sign
- I learned to add + -
- - I didn't understand
- ? - I'm against it

He expresses his opinion through the symbols. The educator conducts a discussion with the students through the signs. And the assessment that determines the level of knowledge of students will be easier. It should be noted that if the student does not know about this information, the teacher will explain it again. The convenience of this method for the educator makes it easy for students to get an idea in writing without noise. Another interesting method of interactive technology is the 6 * 6 * 6 method. To use this method requires the educator to be able to rationally form groups of pedagogical skills and intelligence. In this method, students in the classroom are divided into groups of six, and the

groups are given specific names. The topic of the lesson will be announced and the educator will replace the group members. The new group will be represented by one representative from the previous group and will present their group's conclusions on the topic to the new group. The members of the new group learn the opinions and conclusions of the previous group and express their attitude to it. Thus, in a short period of time, students express their opinions on the topic, and these ideas are analyzed and evaluated by them.

Interactive technologies, in turn, should not be boring and should be engaging. One of the same methods WORD games encourage students to be quick and demonstrate their knowledge. This method will have a large table in which the capital letters are filled with certain letters but the words are hidden inside them. Students find scientific words in the letters and draw a line over them.

This word game makes students think. Aspiring from students in all methods requires skill from the educator. Students will be asked a question that they will need to answer quickly and perfectly. This method will encourage students to be active. And it makes the lesson fun and productive. One way to quickly identify students' impressions of a lesson is with the Y Q X OM method.

6. Bunda

Y-good

Q-interesting

X-interrupted

I'll take it with me

M-my mood

This method also clearly expresses the student's opinion on the subject. The student's mastery is determined.

Conclusion:

The purpose of these methods is to help strengthen the science of improving students' mastery skills and to create a basis for them to study with excellent grades.

The skillful use of these methods by the educator will greatly contribute to the development of the new generation.

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