



INNOVATIVE TECHNOLOGIES THAT ENCOURAGE ACTIVITY IN THE LEARNING PROCESS

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Abstract

This thesis discusses innovative pedagogical technologies that increase the activity of students in the learning process, their types, impact on learning motivation, and their role in increasing the effectiveness of modern education. It also analyzes the advantages of interactive methods, information and communication tools, gamification, and project-based learning technologies.

Keywords

Innovation, learning process, education, interactive methods, technologies, teacher, student.

Introduction

Relevance: The rapid development of modern society, the sharp increase in the flow of information, and the penetration of digital technologies into all spheres of our lives require fundamental changes in the education system. Today, it has become an important task for students not only to master ready-made knowledge, but also to independently study, analyze, apply it in practice, and develop the skills of creativity and critical thinking.

In such conditions, the introduction of innovative technologies into the educational process is one of the most important factors in increasing the effectiveness of education. Because traditional teaching methods cannot provide sufficient student activity today. Approaches such as interactive methods, information and communication technologies, project-based learning, and gamification activate students' participation in the learning process, teach them to research, communicate, and freely express their opinions.

Also, in recent years, the Republic of Uzbekistan has been implementing a number of reforms aimed at modernizing the education system, creating a digital education infrastructure, and widely introducing modern pedagogical technologies. The Law "On Education" pays special attention to improving the quality of education based on advanced foreign experiences, and widely introducing interactive and innovative methods.

Thus, the issue of using innovative technologies in the educational process is extremely relevant today for the development of the education system, comprehensive personal development, and the formation of modern competencies. Scientific research conducted in this area not only improves the quality of education, but also serves to strengthen the professional skills of teachers and the motivation and activity of students.

The purpose of the study:

To identify innovative pedagogical technologies that increase the activity of students and pupils in the educational process, encourage them to think independently, take a creative approach, and acquire modern competencies, analyze their effectiveness, and develop ways to implement them in practice.

The objectives of the study:



1. Theoretically analyze the essence of innovative pedagogical technologies and their place in the educational process.
2. Study the factors influencing the formation of student activity in the educational process.
3. Analyze the advantages of interactive methods that encourage activity, information and communication technologies, project-based learning and gamification approaches.
4. Determine the impact of innovative technologies on educational effectiveness based on pedagogical experiences.
5. Develop methodological recommendations for the effective use of innovative technologies in the activities of teachers.
6. Improve the mechanisms for forming students as active subjects of the educational process.

Materials and methods:

1. Interactive methods

Interactive methods teach the student to think, analyze and justify his opinion. The most effective interactive methods:

- "Brainstorming" — develops creative thinking;
- "Fishbone" — teaches to analyze problems and determine cause and effect;
- "Cluster" — allows you to master the topic based on structured thinking;
- "Debate" — improves critical thinking and speech culture.

2. Information and communication technologies (ICT)

ICT tools (computer, tablet, online learning platforms, multimedia, testing systems) teach students to work actively in a digital environment. Online tests, interactive presentations, virtual laboratories make the learning process interesting and effective.

3. Gamification (gamification)

Gamification is the organization of the learning process through game elements. Scoring, rating, and reward systems increase competition and motivation among students. Gamification is especially effective at primary and secondary levels of education.

4. Project-based learning

This method directs students to develop independent research, practical tasks, and teamwork skills. In project activities, students not only gain knowledge, but also learn to apply it in real-life situations.

Advantages of using innovative technologies

- Makes students active participants in the learning process;
- Develops independent thinking, creativity, and communication skills;
- Creates an environment of cooperation between teachers and students;
- Increases students' motivation and helps them to master knowledge.

Results and Discussion; Extraordinary The research revealed that the introduction of innovative technologies into the educational process has a positive impact on the educational activities of students. In particular, interactive methods, information and communication technologies, gamification and project-based learning methods serve as effective tools for increasing student activity, encouraging them to think independently, analyze, and adopt a creative approach.

The conducted analysis shows that innovative technologies:

- make students' participation in the lesson active;
- strengthen cooperation between the teacher and the student;



- develop students' skills in freely expressing their opinions, critical and creative thinking;
- make the learning process interesting, effective and motivating;
- increase the level of mastery and strengthen a positive attitude towards learning.

In an educational environment where innovative approaches are used, students feel like active participants in the learning process. This allows for the practical application of a person-centered model of education.

Also, the results of the experiment showed that when teachers master innovative technologies and use them regularly, the effectiveness of the lesson increases significantly. Students develop such competencies as independent research, information analysis, group work, and justification of their own opinions.

Conclusion

The use of innovative technologies in the educational process is one of the most important factors in increasing the effectiveness of education. Each teacher must thoroughly study advanced pedagogical technologies in his work and correctly introduce them into the lesson process. With the help of innovative technologies, the student is formed as an independent, active, creative and critical thinker.

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