
USE OF MODERN PEDAGOGICAL TECHNOLOGIES AND INTERACTIVE METHODS IN TEACHING COMPUTER SCIENCE

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Annotation: This article discusses the pedagogical technologies and interactive methods used in teaching computer software.

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Recently, the issue of pedagogical technology has begun to be studied by experts as a separate object of research. And in this case, it is interpreted as a systematized, designed means and methods of increasing the effectiveness of pedagogical activities aimed at achieving the goals of the educational process and the perfection of the individual. Teaching science requires the teacher to use pedagogical technologies based on logical methods. Because in order to master the basics of science, the student must have a deep understanding of the content and essence of abstract concepts (categories), which is achieved, first of all, by the teacher's ability to use modern pedagogical technologies in the classroom[1].

One of the most effective technological methods of teaching information technology in the field of social sciences and humanities in higher education, as well as meeting the standards of higher education, is the use of modern pedagogical technologies. This teaching is essentially a system of rules based on the use of logical methods, which stimulates students' interest in learning, develops in them the skills of creativity, independent thinking.

At the heart of modern pedagogical technologies and interactive methods is the principle that the teacher creates new knowledge by students to create specific learning tasks, problem-solving situations and manage the learning process in this direction.

The use of modern pedagogical technologies and interactive methods is a prerequisite for developing students' interest in science. This is because these methods focus students' attention on the nature of the problems they are facing and on an independent, critical discussion of their solutions. A number of interactive methods can be used to use modern pedagogical technologies, one of the most effective of which is the 'mental attack'[2]. This method is aimed at finding a solution to the problem, in which logical methods, in particular, the definition and division of the concept, generalization and delimitation, questioning, debate, etc. take on a theoretical and methodological status. The use of pedagogical technologies in the teaching of any subject requires the teacher to have a good knowledge of the basics of computer science, the ability to apply its rules and methods in practice.

It should be noted that in almost all secondary schools of developed countries, as in the system of higher education, it is necessary to know the computer software and, accordingly, in-depth training. Based on the above, we would like to make the following suggestions and comments:

1. The use of new pedagogical technologies in the teaching of computer science is an effective tool.

2. The fact that a teacher has certain logical knowledge and the ability to apply it in practice in the computer is an important aspect that determines his pedagogical skills.

Teaching methods play another important role in the didactics and teaching methods of computer science[4].

Teaching method (Greek metodos - from the word path to something) - is a link between teacher and student, aimed at achieving the goals of teaching as a means of education and upbringing are the ordered methods of langan activity. The problem with teaching methods is briefly "how to teach?" can be expressed using the question. But it must be acknowledged that in order to answer this question, "Why teach? "What to teach?" and "Who Should Teach?" have enough information on issues such as Only in this way can the problem of choosing teaching methods that fully meet the purpose and content of teaching, the level of thinking activity of students be solved [3]. The goals and objectives of teaching do not uniquely define the method of teaching. Certain content can be studied in several ways. At the same time, of course, the goals of teaching are achieved with each method.

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