

# Application of Modern Information Technologies and Methods in Teaching Drawing to School Students

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## Abstract

This article discusses the methodology of teaching drawing to schoolchildren and the organization of classes depending on the age and psychology of children of this age, interest, existing knowledge and skills and abilities. Also, the issues of organizing classes using modern information technologies and interactive methods in teaching subjects will be discussed.

**Keywords:** Drawing, method, teaching, system, demand, image, graphic work, information, efficiency, interactive, tool.

## Introduction

Today, all spheres of the life of New Uzbekistan have become a field of deep reforms. In this process, it is impossible not to talk excitedly about the changes in the education system, which is considered the basis of the social sphere. In recent years, practical work on organizing all stages of the education system based on modern requirements has entered a decisive stage in our country.

As our President noted: "The more educated our children are, the faster the economic sectors based on high technologies will develop, the more social problems will be solved." Therefore, if I say that the threshold of New Uzbekistan starts from the school, I think that our entire nation will support this idea." [1]

Formation of a well-rounded person remains one of the urgent issues facing our society today. Today's young generation, who will take our work from us tomorrow, continue our life and pass it on to the next generation, are our successors, owners of the great future of Uzbekistan. Since education is the key to success in the future, today's student as a product of it should be able to participate in the life of this society as a member of the legal democratic society in the future, fully meet the requirements of the market economy of the time.

Due to the independence, great importance is attached to the choice of the best methods of work and methods in the teaching of drawing in schools, to the activation of the students' cognitive activity and the inclusion of issues that shape their spatial imagination in the educational process. In particular, the implementation of students' interchangeability of learning activities during the lesson is considered the main task of future pedagogues to organize drawing classes with the help of modern information technologies and interactive methods among all educational subjects. Any lesson is based on didactic principles. Therefore, in order to introduce the proposed modern pedagogical technologies to which class of students and under what conditions, it is necessary to carefully divide the contents of each lesson into parts and define the concepts that should be mastered. Then, it is planned in advance to include one or another pedagogical technology in the composition of the lesson stages. According to the educational standards adopted in Uzbekistan, the subject of drawing is taught in the 8-9 grades of general education schools.

First, let's define the meaning of the word methodology and its importance. The word "methodology" is derived from the ancient Greek word "methodos" which means "way of research", "method of knowledge". A method is a method, a means or a way of performing an action. At the same time, methodology is a branch of pedagogy that studies the laws of teaching a specific subject, including drawing. Based on the general goals of drawing science education and training, the purpose of studying drawing science in general education schools is to form the content of the science and the students' spatial imagination, as well as the most convenient work methods for performing graphic work and the effective organization of the educational process.

Interdisciplinarity is the mutual adjustment of educational programs in subjects for didactic purposes. Ensuring interdisciplinary communication increases the effectiveness of education. Interdisciplinary connections help the students to understand the topics correctly and easily. These interactions are especially important in teaching subjects such as drawing, labor education, geometry, visual arts, and physics. Because the knowledge, skills, and abilities acquired in one of these disciplines are also used in studying other disciplines.

The following principles help in teaching drawing:

1. To determine the specific goals of teaching drawing in general education schools and its educational and educational significance as a subject;
2. Determining the content and structure of teaching;
3. To develop the most convenient methods, tools and forms of teaching that provide solid knowledge, skills and qualifications of our students;
4. Study the learning process of your student.

By developing modern information technologies and methods in teaching drawing classes in schools, teaching using visual aids, explaining the contents of graphic and practical work to students, organizing classes depending on their age characteristics,

interests, school conditions and the level of knowledge acceptance. achievement depends on the teacher's pedagogy. The main task of drawing is to depict information in a graphic form. Graphics is considered as literacy of human visual culture, and today it is widely used in the practice of almost all areas of human activity, such as technology, education, medicine, industry, design and design. By performing graphic works, it is possible to quickly get preliminary information about large-scale objects, it is necessary to explain to students that graphics are considered one of the simplest and most natural tools in the communication of people in their professional and everyday life. In addition to improving the spatial imagination of students, drawing in general education schools is very important in developing the abilities of visual perception, visual memory, ingenuity and creativity. Any student can be taught to make high-quality drawings with his own hands, which will awaken in them feelings of beauty and create a sense of satisfaction from his work. Making high-quality drawings with one's own hands develops neatness, diligence, discipline and orderliness in students. The drawing teacher sometimes takes the opportunity to draw classes, graphic arts club classes, and various educational trips to help make the lessons interesting for the students.

In the introduction to drawing in the 8th grade, together with the history of drawing, students are taught the formation and development of graphics in the territory of Uzbekistan, images drawn by primitive people preserved on rocks and their importance in studying the lifestyle of the tribes of that time, Uzbek folk art and It is also necessary to explain the unique elegant graphic images and product forms formed in architecture by showing various samples and their images.

It is useful for a drawing teacher to have a sufficiently broad graphic worldview in his professional activity. If the teacher enriches his knowledge by using the sources of mass media during the lessons, his reputation in the eyes of his students will increase, as well as the effectiveness of his training. It is necessary to choose methods and visual aids based on the content of the science of drawing.

Children usually cannot sit still and are always on the move. The game is a natural companion of children and gives them joy. Through the game, children demonstrate such qualities as intelligence, agility, tolerance, entrepreneurship and the desire to win.

Situations that arise in the game require children to quickly solve various problems. At such times, the child uses all his capabilities and tries to get out of a difficult situation. Game training gives a more positive result. Pupils increase their inclination to activity and play.

The teaching of drawing in the 8th and 9th grades has its own characteristics based on the age characteristics of the students and their life and work experiences. Therefore, the future teacher should analyze the task in front of him, think about the most optimal structure of each lesson, and try to find a structure that fully meets the

objectives of the lesson. The success of the next lesson depends on the teacher's preparation for the lesson.

Currently, there is increasing interest in the use of interactive methods, innovative technologies, pedagogical and information technologies in the educational process. Students can learn and analyze knowledge independently. In this process, the teacher creates conditions for the development, formation, learning and upbringing of the individual, and at the same time performs the function of guidance. Innovation is an English word that means innovation, innovation. Innovative technologies are innovations and changes in the pedagogical process and the activities of students and pedagogues, and interactive methods are used in its implementation. Interactive methods are based on group thinking and methods of pedagogical influence. This is your methodology

their uniqueness is that they are implemented only through the joint activity of the pedagogue and the student. By performing graphic works, it is possible to quickly get preliminary information about large-scale objects, it is necessary to explain to students that graphics are considered one of the simplest and most natural tools in the communication of people in their professional and everyday life.

In addition to improving the spatial imagination of students, drawing in general education schools is very important in developing the abilities of visual perception, visual memory, ingenuity and creativity.

In conclusion, it is clear to everyone that the development of humanity and society is closely related to drawings. Through the process of studying the environment, i.e. existence, people engage in science and make new discoveries for their own benefit, the benefit of the homeland they live in, and the benefit of the world. the drawings are referred to first of all.

A drawing teacher is also required to know modern technologies and have the skills to use them appropriately in his professional activity. Modern pedagogical technologies make lessons more effective, working with interactive methods makes lesson processes interesting, ensures communication between teachers and students, and improves students' cognitive activity. Forms students' graphic and spatial imagination.

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