

The Importance of Organizing Modern Methods of Applying Pedagogical Technologies in Practical Classes

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	Abstract This article discusses the application of pedagogical technologies in lessons in accordance with modern requirements and the scientific and methodological foundations for their further development.
Keywords: Pedagogical technology, education, method, information technology, innovation, AI (artificial intelligence), integration.	

Introduction

It is known that education and upbringing have been considered an important area throughout all periods of human development. The great scholar Abu Nasr Farabi, in his work "The City of Virtuous People," stated that "The main task of education and upbringing is to nurture a well-rounded individual who can meet the needs of society and serve it."

Even today, education and upbringing in accordance with the requirements of the new democratic society have become an integral part of humanity's intellectual development. Improving the effective organization of the educational process requires the widespread adoption of new pedagogical technologies and information and communication tools in education and their effective use in the lesson process. This is not only a requirement of the times or providing quality education to students, but also undoubtedly plays a key role in developing teachers' potential, enhancing their intellectual capacity, introducing new technologies in the educational process, and enriching the treasury of innovative pedagogical technologies.

Pedagogical technology is a comprehensively thought-out model of pedagogical activity for designing, organizing, and conducting the educational process while ensuring favorable conditions for students and teachers. (V.M. Monakhov).

Pedagogical technologies have their own principles: conceptuality, systematicity, monitoring, goal orientation; usefulness, effectiveness, reproducibility, personality-oriented approach.

In accordance with the Decree of the President of the Republic of Uzbekistan dated May 19, 2021, No. UP-5117 "On Measures to Raise the Activities on Popularizing the Study of Foreign Languages to a Qualitatively New Level," a number of transformations are taking place in the field of education. The requirement to obtain a national or equivalent internationally recognized

certificate is having a positive impact on increasing the knowledge and demands of teachers in educational institutions, fostering competition, and most importantly, promoting the quality of education. In particular, the integration of pedagogical technologies in education with the English language, due to its practical significance, contributes to the development and effectiveness of education. The very application of pedagogical methods in practical and lecture classes, their names, directions, and even stages in English translations, contributes to improving the quality of education. Not only students but also today's modern teachers are interested in this. Below, in the section for reinforcing the topic covered in the lesson, we will examine several pedagogical methods using examples. Among them, we replace most keywords with English translations to make lessons in the widely used problem-based learning technology more engaging and to quickly learn and memorize everyday English words. "Problem-based learning," that is, problem-based learning, is proposed based on the number of students, dividing them into special groups and giving them names, for example: "Lucky-lucky," "Success-achievement," "Effective-effective." Problem-based learning is a subjective manifestation of the need to develop scientific knowledge. It is a situation that objectively arises between knowledge and ignorance during the development of a new society. Such simple ways of integrating educational subjects with the subject of English have a positive impact on the development of pedagogical technologies and the improvement of students' skills in learning foreign languages.

The task to find a solution to the problem can be divided into two parts. We will name the second part "Legend," and the teacher can prepare legends related to our moral and national traditions, summarize them, and assign them to the students, revealing their educational value. Here's an example. "Earlier, a father, knowing that his son had many mischievous friends around him, tried his best to stay away from them, but his son didn't want to be separated from them. On the contrary, they have been learning various undesirable and harmful habits from them. One day, his father ordered him to gather all the apples from the tree by the house and carry them to the cellar. His son picked the apples and began to distinguish the rotted ones in the cellar. His father objected to this and ordered everything to be added. His son, burning with anger, explained that if he did so, the rot would spread to healthy apples, and they would rot in them soon. Task: Why didn't the father allow the apples to be separated, and continue the story? Even if this task is carried out individually, good results will be achieved. Opinions are heard and conclusions are drawn.

The narrative continues: "Then the father explained that the disorderly habits of his son's friends were affecting him like rotten apples. He explained the meaning of the proverb, "If you go to the cauldron, its blackness will spread." For example, in developed Germany, the preschool education system (elementarbereich) prepares children aged 3 to six years for primary education by fostering their intellectual development, the ability to express their opinions, and the ability to communicate with peers and adults. That's why Germans call kindergartens "thinking workshops." In primary education, students are not graded for the first two years. Instead of an assessment, teachers prepare a report on the child's individual developmental state and provide a characteristic of their academic performance.

In the process of constantly observing various exercises, professors and teachers strive to take into account the wide possibilities of the pedagogical heritage in the training, education, and spiritual development of future teachers. Preserving our national heritage in educating students and skillfully conveying knowledge and skills in various pedagogical technologies to reinforce their

understanding of it requires great responsibility from today's teachers. Specifically, the immortal legacy of the Avesta, compiled three millennia ago - the school of moral education and upbringing that guides humanity towards goodness - will undoubtedly serve as a worthy example of educating students in today's globalized and rapidly developing new era of pedagogy. Therefore, the most valuable and important educational principles contained in this source have scientific and practical value in instilling them in today's youth and equipping future teachers spiritually and professionally. The application of these rules in all three types of education - traditional, non-traditional, and individual - yields good results. However, the teacher will only achieve results if they explain and describe the developing pedagogical technologies in the form of lectures in every lesson and consistently apply them in practice. The teacher should apply such pedagogical technologies in new forms of education that each student in the lesson should take some useful examples for themselves. As is known, in pedagogical society, the order takes a general form. Even the goals set in the curriculum are limited by several concepts. Here, it is possible to formulate a specific sequence for defining goals: from the general needs of society to the tasks of the education system, from which to a specific educational institution, a subject, its thematic sections, and individual educational issues. In today's era of the internet boom, engaging students in lessons is becoming increasingly challenging. Among pedagogical teaching technologies, the game method can generate a lot of interest and influence in students. The positive aspect of the possibility of using many types of games in education is that both the teacher and the student can easily grasp its conditions. Let's consider an example:

Game name: Sample of Avesta

Groups are divided into 3 groups based on the number of students.

Game rules: (the team leader selects one of the hidden questions)

1. List the qualities related to education and upbringing mentioned in the Avesta.
2. List the virtues of brotherhood mentioned in the Avesta.
3. List the qualities related to patriotism mentioned in the Avesta.

Time: 5 minutes

Assessment: Complete answer 10 points, incomplete answer 5 points, no answer 0 points.

The group with the lowest score will be fined for producing visual aids based on these three questions. Tools in the classroom corner serve to reinforce other pedagogical technologies for all students. The most effective aspect of game technologies is that students learn to listen to each other in teamwork, behave in public, and most importantly, not only to train their brains but also to acquire new knowledge and skills from game technology.

Conclusion

In conclusion, a new stage in the development of the education sector, AI (artificial intelligence), that is, artificial intelligence software, will contribute to the modernization of a number of new pedagogical technologies when used effectively and efficiently. Live multimedia can capture the attention of a group of readers and bring them together in a circle of thoughts. The great scientist K.D. Uchinskiy said: "Children's nature demands clear vision; teach them five unfamiliar words, and they won't be able to remember." But explain 10 such words in pictures - they will quickly grasp and begin to think and speak. In the modern education system, using the possibilities of developing scientific and methodological developments in artificial intelligence that correspond

to each innovative idea and complex teaching methods, their application in multimedia lessons has a positive impact on the spread of new educational technologies.

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