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MODERN PEDAGOGICAL INTERACTIVE TEACHING METHODS AND INFORMATION TECHNOLOGIES IN IMPROVING THE EDUCATIONAL PROCESS

Abstract: In this article highlights of the quality of education and modern pedagogical interactive teaching methods and information technologies in improving the educational process.
Key words: interactive teaching methods, information technologies, educational process, modern education.
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Introduction

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Today in the Republic of Uzbekistan, prerequisites for the development of distance learning have been created, a base for the development of multimedia lessons and video lessons has been created, it is possible to conduct video conferences, and a number of projects are being implemented. The main task of the higher school of Uzbekistan is the formation of specialists of a wide profile, combining deep fundamental knowledge and thorough practical training. The quality of education is the main requirement for the implementation of the second stage of the National training program. It is largely determined by the quality and degree of implementation of information technologies and interactive teaching methods in the learning process.

One of the most important directions of the Ministry of higher and secondary special education is the creation of an educational network of the Republic of Uzbekistan, which unites information resources of academic lyceums, professional colleges, and higher educational institutions of the country. Our goal is to create the necessary opportunities and conditions for our children to grow up not only physically and spiritually healthy, but also comprehensively and harmoniously developed people with the most modern intellectual knowledge, people who fully meet the requirements of the XXI century in which they will live and work.

The teacher, regardless of his scientific knowledge in the specialty, when starting the educational process, must possess the necessary pedagogical minimum, a certain amount of pedagogical and psychological knowledge, technology and teaching methods. What determines the content of education? It is defined by modernity. Since ancient times, man has always sought knowledge. The first methods of teaching are the method of scholasticism, when only dry cramming was used, a small amount of knowledge was taught, a lot of time was spent, and only the teacher was considered the source of knowledge. In the 17th century, Yan Amos Kamensky founded the technology of education in the class-lesson system, which is still in effect today. That is, students must be of the same age, study begins in September, after 3 months of study, holidays begin, and teachers' work leave lasts 48 days. When organizing a lesson, information materials, textbooks, and teaching, the source of knowledge is not only one teacher, as in the method of scholasticism. Learning is done by explaining and commenting. Here the student is already active, he also participates in the process of obtaining knowledge. This method of training still exists.

In order to improve education in higher education institutions, new forms of pedagogical communication, processing of information structuring, and management of educational activities are required. Today, the technological process is the most significant component that can respond to social processes. The improvement of pedagogical education technologies is a condition for the formation of the cultural consciousness of the society and its economic consciousness of the society and its economic well-being. Training technologies form the active basis of education, ensure the transfer of knowledge to the field of work, form the consciousness of the teacher, affect his purposefulness and life strategy.

The learning process should bring the student emotional satisfaction, a sense of joy from the acquired knowledge, mastering professional skills. In solving these problems, the use of game technologies in the learning process is of great importance. The use of active learning methods in game technologies contributes to the achievement of a democratic style of communication, encourages the imagination of students, stimulates the birth of original ideas, and develops the creative powers and abilities of students. The basis for using game technologies is the activating activity of students. Game, according to research scientists, along with work and learning - one of the main activities. Game activities are designed to perform certain functions. These functions include:

- self-realization;
- game therapy;
- diagnostic;
- interethnic communication;
- sociolization. In the pedagogical literature, there is a concept of "Pedagogical game". An extensive group of methods and techniques for organizing the pedagogical process in the form of various pedagogical games is made up of "Game pedagogical technologies". The dominant motive of educational activity is the internal educational and cognitive motive. The most important factor in motivating educational activities is interest and inclination to the future profession. Interactive pedagogical and information technologies aim to improve the learning process, which, along with the transfer of specific knowledge, pays due attention to the process of intellectual development of a person.

The purpose of this work is to analyze the results of using new pedagogical and information technologies in the process of teaching interactive technologies are used in the process of teaching students-business games and methods are used: "Round table", "Pen in the middle of the table", "Weak link", "Dark horse", "Tour of the gallery", "Bee swarm", "Spinner", "Solving crosswords", "Cat in a bag", "Blits game", "boomerang", etc.

As a result of the above methods, it is possible to form an objective opinion about each student's knowledge in a short time. In addition, students focus their attention as much as possible and increase their activity in the classroom. Thanks to the use of interactive technologies, the educational material is analyzed in more detail, clarity of thinking is formed, and the answers to the question is formed. Students, using modern learning technologies, carefully prepare for classes, as the principle of competition is involved.

In most business games, each participant is a member of the team and this increases the sense of responsibility that increases the student's desire for self-education. In addition, positive relationships are strengthened, both between students and between students and the teacher. The use of modern interactive teaching methods increases students ' interest in the subject, in the profession, improves their academic performance and, ultimately, helps in training highly qualified specialists. It was said above that education is connected with modernity.

At this time, such concepts as the Internet, the Pentium-4 computer, an electronic library, a website, an e-mail address, an electronic textbook, multimedia, animation, etc. are being actively introduced into our lives. Today, to teach a modern student, you need to use multimedia in the learning process, that is, presentations-slides, animations, so that there is an electronic version of lecture texts on the Internet, and electronic textbooks.

Microsoft Power Point is a popular presentation preparation program that is widely used by businessmen, teachers, lecturers, and office employees. The widespread use of this program has changed the very idea of the complexity of creating a presentation. Only 15 years ago, reports and presentations were accompanied mainly by paper posters, the production of which was very time-consuming and often required the services of professional draftsmen. Usually posters were photographed and slides were made from them, which were shown using slide projectors.

Today, thanks to the introduction of PowerPoint-type programs, it takes only a few minutes to create a report with the highest quality illustrative material. PowerPoint allows you to create visual presentations by integrating text, graphics, video, and other elements on separate pages, called "slides", similar to slide projectors that are now out of use due to the introduction of computer presentations. PowerPoint gives you the ability to create slides that contain movable tables and flowing text, as well as edit, display, and print slides. Transitions between slides when showing a presentation from a computer can be animated in various ways. You can also animate individual elements on your slides to draw your audience's attention to them. As with other programs included in MSOffice, Power point provides many ready-made design options and content templates. At our Department, due to the modernization of the learning process: the use of interactive teaching and achievements of modern information technologies,

the quality of the educational process has increased. Improving the quality of the educational process provides the basis for training free-thinking students who meet the requirements of international standards and specialists.

In connection with the increasing flow of information, acceleration of the process of science, change technology and technology there is a certain "aging" psychological and methodical preparation of the teacher. This, in turn, determines the need to improve the professional training of the future teacher in accordance with the requirements of today. One of the conditions for the implementation of these requirements is the development and implementation of new methods and technologies, the formation and development of professional and pedagogical skills of future teachers. It is also important to ensure the integration of pedagogical and special subjects in the practice of final qualifying works of students.

In my opinion, pedagogical skill is the design, effective organization, management, control, evaluation of the results of the educational process and the technology of its implementation, as well as the foresight of problem situations that may arise in the pedagogical process and the method of readiness to solve them. Pedagogical skills of the future teacher of professional education should be formed not only when studying groups of pedagogical, but also General education, General professional and special disciplines, as well as when passing pedagogical practice and performing final qualifying works.

Instead of concluding, it can be noted that if a teacher could not correctly assess their place in teaching, then this is an unqualified teacher, since pedagogical skills depend directly on independent learning, work and creativity. Thus, 90 % of the success of any class depends on the correct design, organization of the educational process and their implementation through high pedagogical skills of the teacher. The issue of developing the pedagogical skills of future teachers of professional education is an urgent task facing our education system. This technology ensures that the planned learning outcomes are achieved, and this is only possible when the learning process is managed.

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