

DEVELOP IMITATION SKILLS FOR FUTURE ELEMENTARY SCHOOL TEACHERS

Khudaybergenova Zamira Iskakovna*

*Lecturer,

Department of Primary Education, Nukus State Pedagogical Institute,
Samarkand, UZBEKISTAN

DOI: 10.5958/2249-7137.2021.02435.6

ABSTRACT

In modern conditions, it is advisable to use innovative forms of education in order to strengthen the learning activities of students, improve the quality and effectiveness of teaching. Today, practical games, problem-based learning, interactive learning, modular credit system, distance learning, blended learning and master classes are recognized as innovative forms of education.

KEYWORDS: *Teacher, Imitation, Skill, Modern Methods.*

INTRODUCTION

During the years of independence, the country has been carrying out radical reforms in the field of education in order to bring up a well-rounded, well-rounded, well-thought-out, well-rounded generation. The development of education, the search for ways to increase its effectiveness, the introduction of new information and pedagogical technologies are at the heart of these reforms. The main goal is to teach students to think independently, to engage them in creativity. Because today, the employer is also interested in hiring an employee who is independent-minded, able to apply their knowledge in solving problems, able to think critically, rich in language resources.

The socio-political and economic changes taking place in the country are also affecting the theory and practice of education. The modern education system also has global tasks, such as the full development of human abilities, ensuring the maximum display of abilities, the formation of a creatively mature, self-expressing person. The huge changes that have taken place in the education system during the independence of our country have radically changed the attitude to gifted students. In modern conditions, it is advisable to use innovative forms of education in order to strengthen the learning activities of students, improve the quality and effectiveness of teaching. Today, practical games, problem-based learning, interactive learning, modular credit system, distance learning, blended learning and master classes are recognized as innovative forms of education. [1]

The need to eliminate the existing discrepancy between the current level of development of science, engineering and technology and the process of improving the professional training of future teachers is becoming increasingly important due to insufficient introduction of modern pedagogical and information technologies in higher education.

Existing innovations in science and technology require their rapid inclusion in the curriculum and textbooks, thereby creating the basis for the formation of modern knowledge of students. The introduction of modern teaching technologies and various methodological approaches, in

turn, create favorable conditions for students to form many fundamental grips relatively easily and firmly.

It is well known that today, with the rapid development of science and technology, the amount of scientific knowledge, understanding, imagination and information is growing rapidly. This, on the one hand, provides for the formation of new branches and fields of science and technology, and, on the other hand, requires the acceleration of the integration process, breaking the prevailing boundaries between the sciences. [2]

I. Practical games. Understand the concept of "game" first required to obtain.

Practical games are the organization of certain practical actions games that allow you to simulate maturity

Practical-innovative in educational practice in modern conditions character games are used effectively.

Simulation games are games that effectively prepare students for a particular practical or professional activity based on imitation (imitation, copying) of activities performed by employees in manufacturing enterprises, workplaces, firms, organizations. In addition to the plot, the scenario of this type of game is modeled in order to fully reveal the imitation process, the structure and significance of the objects. In the process of simulation games, students will be able to master certain operations, problem solving, a certain method. Practical games used in educational practice have a didactic nature, that is, because they are often referred to as "didactic games".

New pedagogical and information technologies cannot be separated, because the widespread introduction of new pedagogical technologies will change the educational paradigm and only modern information technologies will be able to effectively use the opportunities of new pedagogical technologies.

A comparison of key indicators of pedagogical education in the environment of traditional and modern information technologies has clearly shown the prospects of information-based pedagogical education. This can also be confirmed on the basis of the following points. Traditional didactics aims to form a teaching theory aimed at accelerating the intellectual development of the student, the creation of methodological approaches that optimize the skills and abilities of the learning process, the process of learning. [3]

In information pedagogical education, didactics and information have a pedagogical effect aimed at ensuring the achievement of educational goals that determine the need to accelerate the intellectual development of a member of society, to demonstrate and develop the intellectual potential of the individual. achieves its goal. This goal can be achieved only through the introduction of modern information technologies.

Traditional didactics offers a visual-explanatory approach, with little emphasis on student independent work. Some aspects of developing students' creative potential and activating independent activity are reflected in theories of problem-based learning, teaching algorithms.

Throughout all periods of human historical development, play has been recognized as the first and most important type of subject activity.

In the teaching of modern literary education, the younger generation is taught to master the culture that was created hundreds of years ago in the history of mankind, to prepare the child for real life, to make a conscious choice of profession, to connect students with others. demands to be taught to behave in a civilized manner. To do this, it is necessary to set the basic goals of school literary education at each stage of teaching, taking into account the capabilities and main activities of students.

REFERENCES:

1. Tokhtakhojayeva MKh. Theory of pedagogy. Textbook. Tokhtakhojayeva MKh, Editor. Economy and Finance, 2010.
2. Uskakovna KZ. Technology of Training Future Primary School Teachers to Imitate Real-Life Situations. Technology, 2020;7(19):2020.
3. Bakiyeva H. Methods of working on words in primary school. Istiqlol. 2013