INTERACTIVE EDUCATION AND ITS DIDACTIC OPPORTUNITIES

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ABSTRACT

The article talks about the interactive learning system. However, some information on didactics is also provided. Interactive education and its didactic potential play an important role in the psychological impact of students on the proper development of education. The acquisition of knowledge promotes responsibility and curiosity. This makes it possible to introduce a learning mechanism in separate groups depending on their interests and ability to communicate freely. The teacher uses interactive learning to develop students' abilities, independence, self-control, effective communication, working with peers, listening to and understanding their opinions, independent and critical thinking. They are able to shape such qualities as thinking, putting forward their proposals, overcoming a difficult situation.

KEYWORDS: *Interact, Lexical Terms, Brainstorming, Round Table, BBB, Fish Cycle, Who Is Faster, Mysterious Bag, Boomerang, Cluster.*

INTRODUCTION

The term "interactive" is expressed in English as "interact", and in lexical terms, "mutual" is mutual, bilateral, "act" it means to act, to act. Interactive learning is the ability of participants to organize a joint movement based on the acquisition of knowledge, skills, competencies and certain moral qualities. It is logical that interactivity refers primarily to the behavior of social actors. The teacher uses interactive learning to develop students' abilities, independence, self-control, effective communication, working with peers, listening to and understanding their opinions, independent and critical thinking. They are able to shape such qualities as thinking, putting forward their proposals, overcoming a difficult situation. Through the use of interactive methods, the teacher has the opportunity to objectively evaluate students by organizing, directing, managing, monitoring and analyzing their joint efforts to achieve a specific educational goal. **[1]**

Interactive education and its didactic potential play an important role in the psychological impact of students on the proper development of educational education. Since the quality and content of education is one of the main factors determining the level of socio-economic development of any country, a simple way of teaching using didactic games is used in elementary school. According to Willis "Distance Education is really related by the discovery of truth for gaining antithesis sides of the thoughts to get the exact knowledge". That means online learning teaches students to be more autonomous in gaining knowledge in any sphere, being just lead by their teachers. They get needed information from computer assisted programmes, interactive multimedia, and internet

discussions rather than from lectures and classroom methods of instruction [Willis, 2002]. It opens lot of ways of making self research and develops critical thinking and analyzing skills of learners. In order to motivate students and make online learning effective the following rules of designing online courses should be followed [Moore, Kearsley, 1996]:

1) Course should be well organized and have a good structure;

2) Objectives of the course should be as clear as possible ;

3) Units to be discussed should contain small units (big topics should be chunked);

4) Participants attendance and participation should be planned beforehand;

5) Completeness of the course design and materials are another essential rule to consider;

6) Repetition is the key success! It should be a golden rule of teaching and learning;

7) All materials to be set on the online course should be synthesised by the teacher and reviewers;

8) Variety of sources and materials of education can lead to success in teaching /learning process;

9) Tasks and questions to be asked should be more open-ended. It makes learners to think more independently and make learning more student –centred;

10) Giving appropriate feedbacks on time to students can motivate them to learn their mistakes and make corrections in the future;

11) The last rule is setting continuous evaluation for students to check their knowledge and see the results of learning process.

Since didactic games depend on the simultaneous improvement of the three main directions of improving the quality of primary education, they represent the development of the material and technical base of secondary schools, providing it with educational and methodological references, teaching the introduction of modern pedagogical and information technologies in the process. The use of modern pedagogical and information technologies in primary education includes pedagogical teaching materials, lesson plans, etc. Currently, according to the experience of primary school teachers, "Wheel", "Brainstorming", "Round Table", "BBB", "Fish Cycle", "Who is Faster", "Mysterious Bag" is completely new in content and organization. "Boomerang", "Cluster" and methods of work in small groups. **[2]**

The use of these methods in the classroom increases the effectiveness of training, forms the process of independent thinking of students, motivates students to study topics and increases interest, enhances the acquisition of knowledge, develops skills and competencies for using them in practice. For example: the BBB method (I know, I want to know, I learned) encourages students to think independently. The acquisition of knowledge promotes responsibility and curiosity. This makes it possible to introduce a learning mechanism in separate groups depending on their interests and ability to communicate freely. All knowledge and information provided to students must be accurate and consistent with modern science. It is believed that the best way to increase the effectiveness of training in modern conditions is to organize classes using didactic games. With the help of interactive didactic games, the introduction of private forms of

secondary education in our lives creates a healthy competitive environment in education. It is well known that today in the world of education, interactive learning is carried out in the following forms.

The structure of didactic games is based on educational issues, game actions and rules. The main goal of the rules of the game is the movement of the child's behavior. Thanks to didactic games the attention and vigilance of students increases. This affects all aspects of development. Interactive learning and its didactic potential. Changes in general secondary education are also accelerating. New programs and textbooks are introduced into the curriculum, teachers' skills are improved, and this process continues continuously. we need to consciously organize on the basis of pedagogical technologies, on the basis of didactic games.

The more we teachers pay attention to today's education, the more the new generation will reach new heights, so we all need to unite and focus all our energy and energy on education.

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