

Innovative Forms of Work of a Primary School Teacher

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ABSTRACT: Innovation is the introduction of new methodologies and standards into the process. Obedience, repetition, imitation is replaced by new requirements: the ability to see problems, calmly accept them, and independently solve them. This applies to all spheres of life: domestic, social and professional. Innovative education involves learning in the process of creating new knowledge - through the integration of fundamental science, directly the educational process and production. It brings with it the new foundations of developing education as the main modernizing factor in education. In relation to the pedagogical process, innovation means the introduction of something new in the goals, content, methods and forms of education and upbringing, the organization of joint activities of the teacher and the student.

KEYWORD: Innovation, new methodologies, learning, creating, pedagogical process, introduction.

Introduction. Innovative education involves learning in the process of creating new knowledge - through the integration of fundamental science, directly the educational process and production. It brings with it the new foundations of developing education as the main modernizing factor in education. In relation to the pedagogical process, innovation means the introduction of something new in the goals, content, methods and forms of education and upbringing, the organization of joint activities of the teacher and the student.

The purpose of innovation is a qualitative change in the student's personality in comparison with the traditional system. This becomes possible due to the introduction into professional activity of didactic and educational programs unknown to practice, which involves the removal of the pedagogical crisis. The development of the ability to motivate actions, independently navigate the information received, the formation of creative unconventional thinking are the main goals of innovative activity.

Innovative activity in education as a socially significant practice aimed at the moral self-improvement of a person is important because it can ensure the transformation of all existing types of practices in society. This predetermined the choice of my topic: "Innovative Methods in Primary School"

Literature review. Years of study at school is a period of human life specially set aside for mastering the foundations of the scientific, ethical, aesthetic and other types of human experience. The fate of a child largely depends on what he learns and how he learns. Many years of work as an elementary school teacher made me convinced that any child who comes to school wants to study well. Each person had, has and will have his first teacher. And the teacher faces the most difficult task - to maintain interest in the school, to prevent the child from being disappointed and deceived in their expectations. The desire to learn will not disappear only when the student succeeds in learning, that is, when the teacher creates a "success situation", which is considered the most important incentive for learning. This is especially true for younger students.

They love to be praised, set as an example to others. The impression of success is so great that it can shake even the prevailing negative attitude towards teaching.

A modern lesson cannot be imagined without the introduction of innovative technologies. You will not envy the modern teacher. Today, there are more than a hundred technologies in the teacher's arsenal. Every month newspapers and magazines publish more and more new offers. How can a teacher understand all the variety of innovative technologies?

The more the teacher knows about the achievements of his colleagues, the more freely he acts. This is the methodological function of the availability of different learning technologies. The exchange of such experience is one of the tasks of the methodological association of primary school teachers.

In recent years, new concepts in education have been created, the pedagogical principles of teaching, the requirements for lessons have changed significantly.

The modern requirements of society for the teacher are such that the teacher must constantly engage in self-education, expanding the boundaries of his abilities. He must be able to change quickly and be able to apply new approaches and technologies in the classroom. In short, the teacher must keep up with the times. The education received in elementary school serves as a base, a foundation for the subsequent development of knowledge.

In a modern elementary school, it is not enough to teach a child only to read, count and write. It must be provided with new skills. These are universal learning activities that form the basis of the ability to learn, as well as a formed conscious motivation for learning, self-organization and self-development.

It is necessary to create conditions that will increase children's interest in learning, teach them to be aware of what remains incomprehensible, and ultimately teach them to learn. And then the student will begin to receive joy from the process of independent knowledge and from the result of his educational work.

Discussion and aim. The purpose of innovation is a qualitative change in the student's personality in comparison with the traditional system. This becomes possible due to the introduction into professional activity of didactic and educational programs unknown to practice, which involves the removal of the pedagogical crisis.

When choosing a teaching style, the teacher's beliefs have more influence than his knowledge, because in the learning process they influence everything he does in the classroom, the beliefs to accept new ideas, so I completely revised my teaching methodology before and after. The modern requirements of society for the teacher are such that the teacher must constantly engage in self-education, expanding the boundaries of his abilities. He must be able to change quickly and be able to apply new approaches and technologies in the classroom. In short, the teacher must keep up with the times.

The main directions of innovative activity in elementary school:

1. Formation of a modernly educated, moral, active person, with a developed sense of responsibility for the fate of the country.
2. Consistent creation of a health-saving educational space at school with the obligatory use of health-saving technologies.
3. Development of creative abilities of students through the lesson system and the system of additional education (extracurricular activities).
4. Widespread introduction of new forms and methods of education, including modern information technologies, to ensure the possibility of individual development of each child.

5. Development of a system of educational work based on the principles of voluntariness, freedom of choice and creativity.

The high-tech world is rapidly gaining momentum day by day. In our children, children of the XXI century, we must cultivate the habit of change, teach them to quickly respond to changing conditions, obtain the necessary information, and analyze it in many ways.

The elementary school teacher is obliged to teach children to learn, to preserve and develop the cognitive needs of students, to provide the cognitive means necessary for mastering the basics of science. Therefore, one of the main goals is to develop cognitive processes. Cognitive activity develops cognitive processes, logical thinking, attention, memory, speech, imagination, maintains interest in learning. All these processes are interconnected. The ability to competently organize work in the classroom, create conditions of ease and interest among all students allows the teacher to use additional opportunities (for example, the use of computer technology) to develop the abilities of each child. Such an organization of classes helps in a shorter time to remember and consolidate those techniques that are known to children from preschool age, to better ensure the mastery of the newly shown teacher. The developing value of computer technology for the development of the abilities of a younger student is very high. The use of computers in the classroom creates an emotional mood, which, in turn, has a positive effect on the development of children. This causes great interest in children to the term or concept being studied, increases attention and at the same time is a repetition of previously known names of materials and tools, terms.

In a modern elementary school, the personality of the child and his activities come first. Priority technologies include:

- Person-oriented approach;
- Activity approach;
- Health-saving technologies;
- Art technologies;
- Game technologies;
- Test; Information and computer technologies;
- Implementation of design and research activities.

A student-centered approach ensures the activity of each student on the basis of a multi-level approach to the content, methods, forms of organization of educational and cognitive activities, to the level of cognitive independence, the transfer of teacher-student relations to equal cooperation. New living conditions put forward their own requirements for the formation of young people. They should be not only knowledgeable and skillful, but thinking, proactive and independent. New technologies do not discard the presentation of information to students, but simply change the role of information. It is necessary not only for memorization and assimilation, but for students to use it as a condition or environment for creating their own creative product. Everyone knows that a person develops only in the process of his own activity. The activity approach is based on the personal inclusion of the student in the process, when the components of the activity are directed and controlled by him. Art technologies and gaming technologies make it possible to more actively involve students in the educational process, since for first-stage schoolchildren the main form of activity remains gaming activity. Game technologies help to solve issues of motivation, development of students, as well as issues of health protection and socialization. The development of a harmonious prosperous personality is not possible without the preservation of physical, mental and social health.

It is difficult for children of primary school age to set long-term goals that stimulate the active participation of the child in the educational process. A prestigious job, a successful career, mastering the centuries-old experience of mankind for a seven-year-old child are not relevant. In this regard, to increase motivation, the teacher uses close goals to learn how to add and subtract, not upset mom, read faster than a neighbor on the desk, etc. The difficulty is that children become more and more infantile, so these goals may not be stimulating for the child. Taking into account that the main activity of children of seven to nine years old is the game, it can be assumed that it is the computer with its wide range of interactive interaction capabilities that will help solve the above problem. Modern computer learning systems set a real, understandable, quite achievable goal for the child: if you solve the examples correctly, open the picture, insert all the letters correctly, you will move the fairy-tale hero closer to the goal. The value of the effective use of information technology is to increase the level of cognitive interest of students. The visibility of information and computer technologies, ease of use, of course, improves the educational process, develops the creative abilities of children, arouses keen interest in students, and creates a positive motivation for self-education. Modern society dictates its own rules, it requires that education, if it wants to remain a quality education, be improved in the same way as the world around us is being improved. Moreover, informatization should have entered the education system first.

One of the obvious advantages of lessons using information and computer technologies is the enhancement of visibility, which contributes to the education of the artistic taste of students, the improvement of their emotional sphere. Increasingly, in the modern school, the design and research activities of students are being introduced. Children's exploration begins with a single activity and then snowballs into various additional activities. In the process of research work, the student tries to solve the problem, puts forward hypotheses, asks questions, learns to observe, classify, conduct experiments, draw conclusions, learns to prove and defend his ideas.

Result. The elementary school teacher is obliged to teach children to learn, to preserve and develop the cognitive needs of students, to provide the cognitive means necessary for mastering the basics of science. Therefore, one of the main goals is to develop cognitive processes.

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The developing value of computer technology for the development of the abilities of a younger student is very high. The use of computers in the classroom creates an emotional mood, which, in turn, has a positive effect on the development of children. This causes great interest in children to the term or concept being studied, increases attention and at the same time is a repetition of previously known names of materials and tools, terms.

Conclusion. Today, given the fact that it is impossible to “invest” in a child all the knowledge acquired during human evolution, it is difficult to manage the process of assimilation of this knowledge, it is necessary to teach the child to independently move along the path of his own development and improvement in educational and social activities. And this is facilitated by the introduction of project technology into the educational process. The project method is one of the ways to implement children's knowledge in a visual way. Today, work on projects is included in the content of various academic disciplines in the programs.

Project topics and instructions for their implementation are included directly in the textbooks, meanwhile, work on the project is carried out mainly outside school hours. With proper management of student activities, projects can constitute a full-fledged interdisciplinary project.

Creating presentation lessons allows me to use the methods of active, activity-based learning. Conducting such lessons requires special preparatory work from the teacher. Lessons become more interesting, more emotional, they allow students to use vision, hearing, imagination in the process of perception, which allows them to dive deeper into the material being studied. A multimedia presentation makes it possible to present information in the most visual and easily perceived form.

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