METHODS OF APPLICATION OF PEDAGOGICAL TECHNOLOGIES

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Annotation
It is a well-known fact that the use of modern technologies in education is a requirement of today. The organization of classes using modern pedagogical and information technologies, especially for students majoring in preschool education, ensures the effectiveness of education. Certain methods are used in the implementation of pedagogical technology, based on the content of education. The pedagogical encyclopedia explains that the teaching method is a system of interrelated, sequential activities of the teacher and the student aimed at the integration of the content of education. Their distinctive features are: the purpose, methods and forms of mastering the educational material by the subject of the educational process.

Keywords: research, results, traditional lessons, educational process, introduction to the topic, coverage, consolidation and completion, teaching method, passion for reading, feedback.

Introduction
The first signs of active teaching methods appeared in the XIV-XVI centuries. The great humanists F.Rable, M.Manten, F.Bacon recommended to transfer knowledge independently, not on the basis of ready-made data, but through practical experience, discussion.

Later teaching methods were developed by Ya.A. Comenius, I.G. Pestalozzi, F.A. Disterverg, DJ Dewey, K.D. Ushinsky, P.F. Kayerov. They are scientifically based on the idea of advanced didactics, that is, the independent acquisition of knowledge.

It is known that when using verbal (oral) teaching methods (speech, story, explanation), students remember 5% of the information. Reading allows you to save 10% of the information, watch videos, pictures, visual aids, absorb 20% of the information you see. The design method and the business game are the most effective, as a result of which 75% of the information is stored in the minds of students. It is even more effective for students to conduct practical training, in which 90% of the information is mastered.
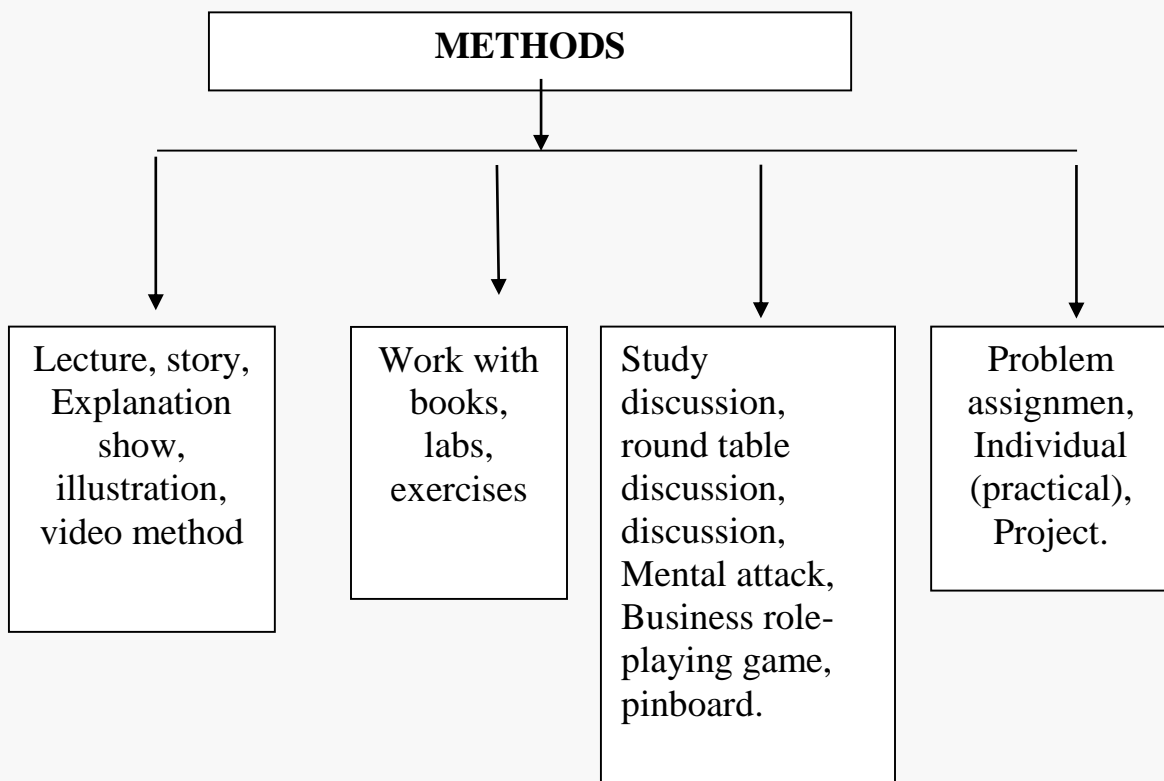
Material and Metgods:
We can see this in the following training pyramid:

Remembering Information

The following system of teaching methods is used in the technological process:

METHODS

| Lecture, story, Explanation show, illustration, video method	Work with books, labs, exercises	Study discussion, round table discussion, discussion, Mental attack, Business role-playing game, pinboard.	Problem assignmen, Individual (practical), Project.

It is known that pedagogical technologies began to be developed in the United States in the 1980s. Nowadays, their number has increased to a large number. Here are some examples of pedagogical technologies that can be used in the classroom.

With the help of multimedia technologies hardware, the knowledge base allows you to freely choose the logic of reading information, combining information with audio, video and film fragments, animation. It also allows you to create computer imitations, microworlds and their source didactic and developmental games that are of particular interest to the student.

Modular teaching technology refers to the teaching of science into large categories in order to increase the effectiveness of education, taking into account the specifics of the subject, the application of pedagogical technologies in its special sections. It is an activity that activates and accelerates the basic requirements for the use of playful pedagogical technologies.

Play is defined as a type of activity in situations aimed at assimilating and recreating social experiences, in which an individual's self-management is formed and improved.

Collaborative learning technology is based on improving the pedagogical process and directing it to the individual student. The main processes of collaborative learning
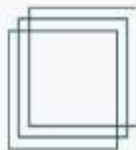
include: sharing ideas, talking, analyzing, discussing, negotiating, completing practical tasks, building, constructing, solving problems, and more.

The basis of problem-based learning technology is that human thinking begins with solving a problem situation and has the ability to identify, investigate, and solve problems.

Copyright technology as a pedagogical strategy has the means to activate and accelerate the activities of students and teachers.

Information technology is a set of methods and tools for collecting, storing, transmitting, modifying, processing information. New information technology in education means only the latest information technology that can be used in the educational process.

Dating technology is used to introduce the participants of the study team to each other, to create a friendly atmosphere and a creative environment, to reveal the creative potential and personal qualities of students, to create a favorable environment for the audience.

Result and Discussion

Decades of research show that traditional teaching remains one of the most effective models of education. A traditional lesson is a model of education for a certain period of time, the learning process is more teacher-oriented, consisting of the stages of introduction, coverage, consolidation and completion of the topic.

While the curriculum is new and more complex, traditional teaching is often the only method of the learning process. It is known that in a traditional lesson the teacher is at the center of the educational process. Because of this, traditional teaching is sometimes referred to as teacher-centered teaching.

The purpose of the educational process, the course and its positive aspects of being a student at the center are based on the following principles:

• Increase student motivation to study
• Take into account previous knowledge
• coordinate the speed of the learning process
• Support student initiative and commitment
• Practical learning
• Provide two-way feedback
• Get the learning process right
• A teacher is a person who facilitates the learning process for students
• Assess the learning process

The traditional teaching model uses more methods such as lectures, questions and answers, and practical exercises. Therefore, in these cases, the effectiveness of traditional lessons is much lower, and students become passive participants in the educational process. While maintaining the traditional form of teaching, it is enriched

with a variety of methods that increase student activity, which leads to an increase in the level of mastery of students.

To do this, the lesson process should be organized rationally, the teacher should constantly stimulate the interest of students, their active participation in the educational process, the teaching material should be divided into small pieces, and their content should be discussed, debated, intellectual. attack, work in small groups, use research role-playing techniques, cite a variety of interesting examples, encourage students to perform practical exercises independently, use a variety of assessment methods, appropriate use of teaching aids.

Non-traditional models of teaching can be divided into 3:
• model of collaborative learning;
• modeling;
• Research model of learning.

These models are mainly student-centered and are called student-centered education models.

Conclusion

The use of game technology will increase the effectiveness of educational activities for students in higher education, if it provides an interesting lesson. Increases the professional interest of future professionals.

Students' learning activities should be consciously focused on the learning objectives that are perceived as personal. D.B. Elkonin emphasizes that academic activity is primarily such an activity, as a result of which there is a change in the student himself. This activity is a change in itself. Its product is a change in the subject itself.

At the heart of game technology is the creation of playful ways and situations that engage students in learning activities.

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