

## **SPECIFIC CHARACTERISTICS OF USING MODERN EDUCATIONAL TECHNOLOGIES AND METHODS IN TRAINING FUTURE TEACHERS OF TECHNOLOGY**

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### **Abstract**

The article discusses the specific features of using modern educational technologies and methods in the training of future technology teachers, problems and advantages of using modern educational technologies and methods in technology classes.

**Keywords:** educational technology, method, digitized educational resources, media resources, case, working in groups, individual activity, digital literacy, technology transfer, modulation information signal, start-up, accelerators.

### **Introduction**

Quality and competitive education is the guarantee of success in sustainable economic growth, development of science and technology, and improvement of the quality of social services. Digitization improves the quality of education, it not only improves the monitoring of students' learning, but also helps to develop new educational methods and approaches that make the learning process more interesting and its results significantly higher. We use modern educational technologies and methods in the training of future "Technology" teachers.

### **Materials and Methods**

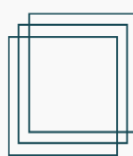
Educational methods such as Smart, Syndicate, Scamper, Diamond, Case-Study, "Projecting", and kinesthetic learning were widely used in conducting the lessons. These educational methods are creative educational methods designed for teaching subjects related to information and communication technologies. The educational process is organized based on the use of electronic educational resources in lectures, database management systems, programming languages in practical and laboratory classes, educational platforms in non-auditory education (independent education, individual project).

"SCAMPER" is an interactive learning method. SCAMPER scheme based on the category of flexible thinking questions substitute, combine, adapt, modify, MODIFY/MAGNIFY, put to other uses developed based on such concepts as field, method application), eliminate (prevent) and rearrange (change the application).

Application of "DIAMOND" educational method. DIAMOND means "diamond" in English. In database science lectures, practical-laboratory training and self-study, we encounter new problems and try to find their solutions. DIAMOND is a great way to help you find solutions to these problems.

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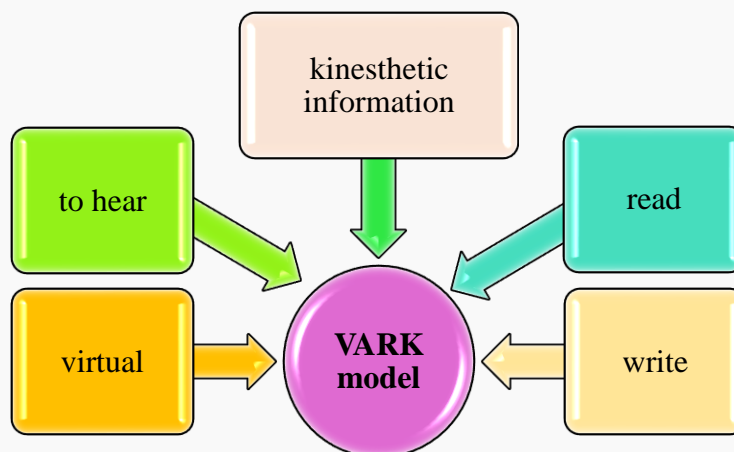
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Each student, based on his knowledge and skills in the subject, describes his personal creative idea through thoughts of 20-25 words and places it in the form above. Then, of course, he explains the ways to implement this idea. The use of this educational method in classes helps students develop design-constructive, research competencies, and as a result, information-communicative competence is formed.

Kinesthetic learning method. In this case: are you one of those people who hates lectures, sitting at a desk, listening silently to a lecture during a lesson, reading a difficult book, feeling like your head is going to explode? At the same time, do you perform at your best when it comes to physical exercises, such as games, sports, laboratory experiments? Maybe, just maybe, you're kinesthetic.

Kinesthetic (tactile) learning is a learning style in which students acquire knowledge through physical activity instead of listening to lectures or watching educational videos. Neil Fleming, a New Zealand teacher and educational theorist, developed the VARK (Visual, Auditory, Kinesthetic Information and Reading and Writing) model. According to him, kinesthetic students prefer physical interaction, which allows them to learn better from experience. They succeed in certain situations: on-the-job training, internships, solving business issues.



**Figure 2.3.3. VARK model**

### **In Teaching Kinesthetics:**

Role-playing: if a scene is acted out to master the subject based on the educational information, the information will be better assimilated.

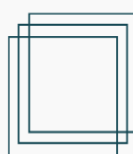
Competitions: learning components play a major role in motivation.

Excursions: For kinesthetic learners, seeing and touching is better than reading and hearing.

Projects: with the help of physical activity, such people learn faster.

Laboratory studies and games involving the whole body are also useful.

This is because kinesthetics cannot fully absorb knowledge if their body is not involved in the process. In this case, the information remains in short-term memory, but is not transferred to long-term memory.



## **Results and Discussions**

Expected results:

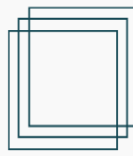
- Development of high-quality educational materials;
- Timely and high-quality delivery of released educational products to students;
- Improvement of skills indicated for the formation of a positive spirit within the team and in the structure of the HEI;
- Ability to identify problem/problems and identify practical solutions;
- Ability to set priorities, take initiative and take responsibility to complete a work plan.

## **Abilities:**

- Professionalism - Demonstrates proficiency in technology-enhanced learning, particularly in the use of audio-video approaches; demonstrates professional competence in the methodology, practice and principles of adult education; strong analytical and problem-solving skills, including when working under pressure.
- Planning and Organizing - Demonstrates clear planning and organizational skills, able to establish work plans with specific activities, goals and deadlines; effectively assesses risks and allocates appropriate time and resources to creative video work.
- Actively searches for and proposes new solutions to increase the effectiveness of the educational offer and educational products of increasing creativity; interested in new developments in technology-enhanced learning tools, communication and social media, knowledge management, and formal and informal learning tools.
- Communication - clear and effective communication skills; ability to interpret written messages and translate them into visual content tailored to a specific target audience.
- Technology awareness - knowledge and use of specialized software available for video and audio production and graphic design; able to understand and evaluate the usefulness of new software and applications, including for website management and administration; is interested in mastering new technologies and acquiring new skills.
- Teamwork - works in cooperation with others in the design and development of complex educational and knowledge products; able to support multiple constituencies and establish and maintain effective working relationships in a multicultural, multi-ethnic environment based on organizational goals.

## **Conclusion**

We considered the didactic conditions of teaching "Technology" in the course of modern education, the specific features of using modern educational technologies and methods in "Technology" lessons. At the same time, how students can influence the educational process, based on modern educational technologies and methods, in order to increase the educational efficiency of future teachers of "Technology", pedagogues should first of all work on their scientific and theoretical materials, create educational materials in various forms, connecting them to practical training processes.



Effective use of modern educational technologies and methods in the educational process makes a significant contribution to the improvement of the quality of education.

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