ISSN NO: 2770-2367
December 2024

The Use Of Electronic Platforms In The Teaching Of Informatics At School

To'rayeva mahtob jalolovna.

Annotation. This article gives ideas and comments on the role and importance of teaching computer science in schools today as well as the use of electronic platforms.
Keywords. Informatics, information technology, pedagogue, knowledge, skills, electronic system, distance education.

Avlod, which is the future of independent Uzbekistan, is a delicate, intrinsically contradictory creature that demands attention. In this way, the teacher must carefully and carefully observe the student's or student's performance. He must be the cultivator of pedagogical knowledge and skill. At the same time, the teacher understood the essence and dialectics of pedagogical pedagogy, the method of pedagogical mechanics, the technology of kasb and professional pedagogy. A teacher who is a teacher of pedagogical knowledge and competence must know the methodological principles of pedagogical science, the laws and principles of the development of the university, the essence of the national state of kadrlar tayyorlash. Many of the pedagogical people working in the education system are increasingly conscious of the importance and morality of pedagogical education

Knowledge of informatics and information technologies, computer literacy, digitalization is becoming more and more important in modern society. Improving the way computer science is taught in secondary schools is a critical factor to prepare students for the digital future. Various interactive teaching methods, innovative learning platforms can play a crucial role in this process. Nowadays, computer science is becoming an important part of modern education. As a result of this, they are not able to fully meet the needs of today's students through traditional methods of teaching, as the younger generation of today is growing up on an equal footing with various gadgets and devices. It's a little harder to leave them obsessed with simple things. Innovative learning platforms in turn offer a wide range of opportunities for rapid learning and increased learner engagement.

A clear example of this is a variety of digital platforms, distance learning resources. Teaching computer science with the help of various educational platforms is more effective. This is because children are more encouraged by interactive teaching methods than traditional teaching methods. Games on various gadgets, competitions attract them more. Therefore, it is much more effective to train schoolchildren in small grades using different platforms. Doing homework will also be a little more fun and easier. Instead of just playing games or watching videos on different smartphones, students can master the desired topic, watch video lessons, complete assignments in a fun way. If we look at the stages of development of information technologies, the introduction of new devices into our lives, various gadgets, smartphones, virtual devices, the spread of the Internet, Wi-Fi coverage and many other digital technologies have radically changed the ways of acquiring knowledge of modern schoolchildren. To date, teachers have ceased to be the main source of information, the giver of knowledge, for students. This was due to the greater variety of communications, the nature of them, their intensity, social interactions, and the ways in which knowledge is transmitted in general. In such a situation, about new methods of teaching, or rather, different methods and methods of conveying information to the reader in an interesting and correct way, began to be studied, and a lot of research was carried out on them.

Today, methods of using new pedagogical technologies have been developed that are convenient and force to think while increasing the ability of the student to think independently. The effective use of these methods is the most important task facing all teaching staff today. Taking classes using e-learning resources will contribute to a dramatic increase in learning effectiveness. It would be effective in teaching all subjects if each student, teacher can download the necessary information, electronic presentations, educational films to a computer network from sites such as Ziyonet.uz, Kitob.uz, Multimedia.uz, Qiziqarli.uz, Uzedu.uz, youtube.uz, rtm.uz, dtm.uz on the Internet, in the course of the lesson, in the course of the lesson to convey the subject in an understandable way.

ISSN NO: 2770-2367
December 2024

It is possible to find a large number of articles in scholarly publications devoted to research in the field of the effectiveness of online education in general, as well as the specifics of teaching computer science and computer science disciplines through online platforms. Many researchers have conducted various studies in order to find solutions to the problems of using platforms in teaching computer science, ease of use, and student engagement. Distance education technologies are technologies that are mainly realized through indirect or semi-mediation between a teacher and a student using information and communication technologies. Almost all applicable distance learning technologies have a variety of options and combinations: key technologies, computer network technologies, and information and communication technologies.

Distance learning is built around the same goals and objectives as traditional education, but the way the material is presented changes. The form of interaction between teachers and students also varies. The main goals of distance education in primary grades are to teach them to independently search for information, to process, master, change and use it in practice using new technologies. Teaches rational use of time, interaction with classmates, teachers, parents, etc.

Integrating an innovative learning platform into the teaching of computer science in secondary schools can significantly improve teaching effectiveness. Personalized learning, case learning, data-driven assessment, and community support combined with innovative technology can help students acquire the knowledge, skills, and critical competencies they need to succeed in the digital age. In a nutshell, innovative learning platforms provide tailored education, interactive resources, and collaboration tools that can transform the way computer science is taught. Platforms facilitate collaboration between students by allowing them to discuss topics, share resources, and receive feedback from their peers.

Many online platforms offer interactive learning materials, games, tasks and tests that make learning more interesting for students. Platforms that replace games on smartphones with their gaming environment both teach science and captivate the reader. The result is a productive spend of learner's time. In addition, personalized learning plans and materials can be created to suit each student's needs. In the learning process it provides access to various multimedia resources, such as video lessons, audio materials, interactive demonstrations, which will contribute to a more effective study of the material. Many platforms provide the ability to track student progress, allowing teachers and parents of students to assess student progress and tailor learning experiences. Teaching using educational platforms allows introducing modern technologies to help motivate learners and prepare them for the digital age. It often creates opportunities for students to connect and collaborate with classmates and teachers from around the world, facilitating the exchange of ideas and fostering cross-cultural connection.

The use of online platforms in teaching computer science has many advantages, but in order to use them effectively in the educational process, it is necessary to take into account the disadvantages. There are currently a variety of online learning platforms that are free to access and have a large number of tools at their disposal. To build their own learning platform, educators have a large choice of HTML editors, website builders, content management systems in which they can host and use Internet services.

References

1. Abdullaev Z.S., Shodmonova G., Mirzayev S.S., Shamsiddinov N.B. Informatika va axborot tekhnologiyarari. – T.: Publisher, 2012. – 400 b.
2. Ashurova D., Yuldasheva Z. Modern education in the education system of innovative and agricultural technologies. Journal of Public Education, 2006, Issue 1. 15-20 pages.
3. Begimqulov U.Sh. Scientific and Scientific Instruments of Pedagogical Education. –T.: "Fan" 2017.
4. Botirov D.B., Majidov J.M., Do'sbekov A.A. Umumiy o'rta ta'lim maktabda informatika va axborot texnoligiyalarini o'qitishning integrallashgan texnologiya metodikasi haqida. 2021-jyl "Jaslar qollap-kuўatlaў qaám halyqtyң densaılyǵyn bekkemleў jyly" óám de "21 February Halyqaralyq ana tilli kúni" with the "Uzliksiz bilimlendiriў sistemynda aralyqtan oqytyўdyң integratsy" atamasynda ótkeriletuǵyn Halyqaralyq iliiy-t

ISSN NO: 2770-2367
December 2024

5. Jebraılzade S.J. (2023) Методика преподавания информатики, T:. Ankara / Türkiye Iksad Publications, 732
6. Sofronova N.V., Belchusov A.A. (2023) Theory and methods of teaching informatics: a textbook for universities 2nd ed., T:.Moscow, Yurayt Publishing House, 401