

"The use of interactive gaming technologies in the organization of preschool education"

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Annotation: This article contains theoretical material on innovative game technology for preschool children. The article also contains comments on the effectiveness of using interactive games with children of older preschool age.

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The child must independently show initiative and independence in various types of activities - play, communication, cognitive research, construction, etc.; able to choose his own profession, participants in joint activities. A preschool educator should be inquisitive, ask questions to adults and peers, be interested in causal relationships, try to independently explain the phenomena of nature and human actions; tend to observe, experiment. With the transition to a new approach to education, not only the school, but also the preschool institution needs the most modern methodology, which pursues the main goal: to develop the child as a person. Teachers of preschool institutions began to introduce interactive methods and technologies of teaching in their educational activities.

One of the directions of Information Technology Development in education is the use of interactive technologies. The penetration of modern interactive technologies into the educational sphere allows teachers to qualitatively change the content, methods and organizational forms of Education. The purpose of these technologies in education is to increase opportunities in the information society and improve the quality of education at all stages of the educational system. Our life does not stand in one place. We are developing, our society is developing. How it will be depends on our future generation. The quality of the learning process depends largely on the chosen teaching method. Therefore, a new way of teaching children is needed. Modern methodology is necessary not only for school, but also for a preschool institution. The main goal of modern methods is the development of the child as an individual. Recently, interactive teaching methods have been introduced. Given the huge impact of modern interactive technologies on the learning process, many teachers are more willing to incorporate them into their methodological system. It is necessary to surround the child with such an environment and such a system of relationships that it is necessary to stimulate the most diverse independent activities of the child and formulate in it the most effective at the right time, including basic abilities. And in order to create such a developing environment, it is necessary to introduce into the educational and educational process of the preschool institution the game pedagogical technologies that have an interactive character, ensure the independent activity of the child. "There is and can not be a full-fledged mental development without a game. The game is a huge bright window through which a stream of life-giving ideas and concepts enters the spiritual world of the child. (V.A. Sukhomlinsky). Modern educational technology, as it has never been, relies on the intellectual development of children. Learning through the game is fully compatible with this concept. The game is a leading preschool activity with a developmental age. In the later stages, the game will not be lost, but will complement the leading activities of a growing child, a teenager, a young man. Modern requirements for preschool education direct teachers to the development of education, the need to use new technologies that synthesize the elements of cognitive, play, exploration and educational interaction of preschool children. Introduction of interactive pedagogical technologies in the educational process is aimed at the formation of integrative qualities of preschool children, their mastery of constructive methods and means of communication with others in accordance with the tasks set by modern educational standards.

What is interactive learning technology?

The word "interactive" is derived from the English word "interact". "Inter" means "interaction", "action" means to act. the ability to communicate or be in a conversational mode. Therefore, interactive learning is based on the interaction of the learner with the learning environment, which serves as a learning area of experience. The essence of interactive education is that the learning process takes place in the conditions of constant activity and interaction of all preschool children. There is constant cooperation and mutual education: educator-child, child-child. At the same time, the educator and the child are equal subjects of education. This excludes the superiority of one participant over another in the lesson. Using interactive methods, children learn to think, communicate and make decisions. This benefit occurs in a mutual aid environment the horse not only allows for the acquisition of new knowledge, but also develops the cognitive activity itself, transforming it into higher forms of cooperation and collaboration. One of the goals of interactive education is to create a comfortable learning environment, for example, the student feels his own success, intellectual competence, which makes the whole learning process efficient and effective. Interactive activity involves dialogic communication because it requires mutual support, mutual understanding, and engaging in problem-solving together. Interactive technology is aimed at developing new qualities and skills in preschool children:

- individual intellectual activity of each preschool child is activated;
- interpersonal relationships develop, children learn to overcome communication barriers in communication (rigidity, uncertainty), a state of success is created;
- Conditions for self-education are formed for the self-development of each child's personality

The introduction of interactive technologies in working with children will be carried out gradually, taking into account the age characteristics of preschool children.

"Chain" interactive technology (from the middle group).

The purpose of this game is to develop the ability to work in a team.

The children stand in a circle and complete a series of individual tasks to achieve the overall result (as assignments, you can suggest a team form, diagram, algorithm filling, route drawing, etc.). Value for the child: the presence of a common goal, a common outcome creates an environment of empathy and mutual support, forces them to communicate with each other, offers solutions to problems.

Play: each child participates in a common activity; using a common goal, the educator creates an atmosphere of empathy and mutual support.

Brainstorming is a problem-solving technology based on stimulating creative activity, in which children are asked to express perhaps more solutions, including the most imaginative ones. Choose the most successful one according to the defined criteria that can be used. Before implementing interactive brainstorming technology, you should:

- collection of information on the topic of discussion;
- development of a chain of questions for children;
- take pictures;
- think options for effective organization of activities;
- have a set of original solutions to the problem under discussion;
- be prepared for unexpected pedagogical situations and be able to solve them. It should also be the first work for "Mental Attack". Children need to be introduced to the rules of the game and how to go about it. It is recommended to add a symbol for better assimilation and clarity. Symbols can be created with children.

Thus, interactive education is undoubtedly an interesting, creative, promising area of pedagogy. It helps to realize all their potential, taking into account the psychological capabilities of preschool children. The use of interactive technologies allows children to enrich their knowledge and ideas about their relationships with the world around them, peers and adults, encouraging children to actively interact in the system of social relations. It can be concluded that in order to implement the content of educational tasks and educational directions, it is necessary today to introduce interactive game technologies.

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