

The role and practical importance of digital educational technologies in the organization of drawing lessons

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Abstract: This article describes in detail the role and practical importance of digital educational technologies in the organization of drawing classes, the important requirements for the organization of modern educational technologies in drawing classes.

Keywords: drawing lessons, digital educational technologies, innovative technologies.

Introduction:

In today's developing age, it is not enough to give knowledge only through books, so it is necessary to use computer technologies and visual aids along with the science of drawing. One of the important requirements for the organization of modern educational technologies is to achieve high results in a short time without spending too much mental and physical effort.

Literature analysis and methodology:

The progress of science and technology and fundamental changes in the life of our society, as well as the constant increase in educational information, require a new approach to the educational process. No subject can develop students' imagination and thinking skills like drawing. The science of drawing increases the spatial imagination of students, all designers and engineers use only drawings for their ideas.

In practice, the student studies drawing in a specially equipped drawing room under the guidance and supervision of the teacher. After the teacher explains the theoretical information in the lesson, the students do graphic work on this topic in their workbooks. The teacher is well aware of the abilities and possibilities of each student, and taking them into account in the educational process will have a good effect. But the time for individual work with students is limited.

Results: drawing classes in general education schools differ somewhat from other subjects according to their characteristics. According to the main parts of the learned information, students perform individual graphic works, and in the process of checking them, the teacher has to work with each student individually. Delivering certain theoretical knowledge to students in a short period of time, forming their skills and competencies in certain activities, as well as controlling their activities, assessing the level of knowledge, skills, and competencies acquired by them. It requires student-students to be interested in practical training, high pedagogical skills from the teacher, and a new approach to the educational process.

Discussion:

It is one of the important requirements to achieve high results in a short period of time without excessive mental and physical effort in the organization of pedagogical technologies in modern education. An innovative approach to the education and training system forms qualities such as the desire to gain new experience, creativity and criticism in students, and strengthens confidence in the future.

Summary:

In conclusion, it should be said that innovative technologies are innovations and changes in the pedagogical process and the activities of teachers and students, and interactive methods are used in its implementation. Interactive methods are called collective reflection, that is, they are methods of pedagogical influence and

are a component of the educational content. The uniqueness of these methods is that they are implemented only through the joint activity of students.

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