

THE RELEVANCE OF THE SCIENCES IN THE PRIMARY SCHOOL

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Persuasion, methods of pedagogical influence, demand, prospects, incentives and punishment, public opinion, methods of influence, speech techniques.

Today, the teacher has a responsibility to bring up a harmoniously developed generation, to set tasks aimed at improving the content of education, to keep pace with the times and to introduce modern educational technologies to students.

They are required to arouse interest in science, to form feelings of respect.

Achieving positive results in education is determined, first of all, by thoroughly teaching the younger generation the basics of scientific knowledge, expanding the scope of their worldview and thinking, the effective organization of educational work on the formation of spiritual and moral qualities. In this regard, many changes are being made in the educational process, new approaches are being introduced. One of them is to use information and communication technologies to increase the effectiveness of teaching.

Strengthening the material, technical and information base of educational institutions in the "National Program of Personnel Training" of the Republic of Uzbekistan, informing the system of continuing education to provide the educational process with high quality textbooks and advanced pedagogical technologies The issue is highlighted. Therefore, the introduction of information and communication technologies in the educational process is a requirement of the times. One of the important tasks of today's pedagogy is to increase students' interest in science, to develop their intellectual and creative thinking, intellectual abilities, to ensure interdisciplinary connections. The priority is to organize lessons on the basis of advanced pedagogical technologies, to teach students to work independently, to use information technology wisely, to improve the quality of learning the subject. There are many different methods used in primary education. One of them is the use of modern information technology. The rapid development of modern information technologies and their rapid penetration into the field of education, which are becoming increasingly important in our lives, require the formation of our knowledge and skills in this area. Therefore, it is recommended to teach in elementary school using a computer.

One of the major achievements of the course was the development of software tools that enabled the use of computer technology components. These software tools are especially important in the organization of the learning process. E-applications are created using software tools such as Macromedia Flash, GIF Animation, Microsoft Front Page, Adobe Photoshop, 3D Max, and Microsoft Power Point. Because they allow you to create moving, colorful, sound images. This will help elementary school students to better understand the topic and improve the quality of their learning.

E-textbooks, manuals and presentations created for primary school students are widely used in the educational process. In the teaching of reading, mother tongue, mathematics and natural sciences, various visual slides can be used in the teaching process with the help of information technology. For example: reading and mother tongue science, reading letters and words together on a big screen, then reading small fairy tales and stories, writing letters correctly and beautifully; solve problems using simple operations in mathematics, using slides, organize various calculation games; concepts from natural science can be given using simple slides about phenomena in nature.

The use of these methods will help young and knowledge-hungry students to develop oral speech, improve verbal arithmetic skills, and develop creativity, research, and thinking skills.

Using e-presentations as demonstrations and visual aids in the classroom can be a great help to the teacher. The presentation of educational material in the form of animations in the electronic presentation facilitates the understanding of the topic and increases visibility. Demonstration slides can also be given to students as handouts. An example of this is the electronic presentation on "Agreements" created for use in 4th grade mother tongue lessons. The e-textbook can be used for independent study and effective study of

educational materials. The e-textbook uses science teaching materials in an interactive way, using psychological and pedagogical aspects, modern information technologies, audio and video animations. Book. uz has e-textbooks for almost all subjects for students in grades 1-4. But they are not presented in text and audio form. It is advisable to provide e-textbooks in the form of text and audio, in the form of slide shows. The combined use of audio and video information dramatically increases the effectiveness of teaching.

Electronic programs for primary school students, such as "Learning to count", "Alphabet lessons", "Algebra", "5x5", created by RTM, are interesting, age-appropriate, easy to use, intellectual. capacity building is important as it calls for logical observation.

Learning to Count is an e-learning tool for elementary school math students. Through the development of this e-learning course, elementary school students will develop the ability to perform 4 tasks, as well as the ability to use a computer "mouse" device.

Alphabet Lessons is an Alphabet Learning program for first graders. The advantage of the program is that it helps students to develop oral and written speech (pronouncing and writing a letter, learning the names of things that start with that letter). Also, after studying the letters, a picture will be given to reinforce it. The given cell is filled with the name of the object in the picture. Here students' computer skills are developed and they are taught to work with tests.

Algebra is a Grade 1 math program. Through the program, students learn to number, sort, add and subtract, and compare within 10 minutes. The program allows the student to automatically master the solution of oral examples. It also helps to develop independent work skills.

5x5 is a multiplication table program designed for use in 2nd grade math classes. In the iteration part of the program, the computer itself teaches a table from 2 to 9 times in order. In the exam section, the student develops the schedule independently. It is important to note that not moving from one room to another forces the student to work on himself. The program is a real help to the teacher. This is because 30-40% of the students in the class have difficulty learning the multiple table. The program ensures that students automatically learn the multiplication table.

Today's teacher needs to be able to use information technology in the classroom, to teach students to use computers, to master modern knowledge, to become spiritually mature.