DIDACTIC POSSIBILITIES OF EDUCATIONAL ENVIRONMENTS IN DEVELOPING STUDENTS' GRAPHIC COMPETENCE

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Today's in the day higher education in institutions take to go reforms because of education and education process and of students independent education efficient organize in reaching different innovative technologies , in particular information-education from environments use necessity appear is happening Therefore , today in the day otherwise sciences in line informatics and information technologies sciences , including computer to the graph about of sciences study efficiency in raising and of students independent education meaningful organize in reaching information-education from environments of use new approaches work exit to the goal according to is counted . Of this for initially information-education of the environment didactic opportunities learning it is necessary.

In this regard, i.e. research on the use of distance learning systems, educational platforms and information-educational environments in improving the effectiveness of teaching subjects in the educational system and in forming and developing the competencies of students . It was studied by scientists such as A. Abduqadirov [1], U.Sh. Begimkulov [2], U.B.Bakhodirova [3], A.X.Ardeyev [4]. In their research, they use digital technologies, in particular, distance learning systems, open online courses, to increase the effectiveness of teaching subjects in the continuing education system, to effectively organize the independent education of students and to increase their motivation, to form and develop their competencies. theoretically and practically scientifically substantiated that virtual educational platforms, information-educational environments serve as modern educational tools.

of mahavavi serves as a modern educational tool in increasing the efficiency of teaching subjects, in organizing the independent education of students. According to U.Sh.Begimkulov, the use of the information-educational environment in the educational system accelerates all stages of educational processes and intensifies students' cognitive activities. According to A.X.Ardeyev, he provides support services for the use of digital technologies in the educational process to solve learning and professional tasks using information and communication technologies in the information-educational environment. According to U.B.Bakhodirova, the educational platform provides students with independent education, creative thinking, and comprehensive assimilation of educational materials and scientific information by forming their skills and abilities. Also, it is better than traditional educational literature due to the concentration of scientific information related to the subject, richness of exhibitions, that is, the use of various animations, taking into account the age and physiological characteristics of learners.

The information-educational environment provides an opportunity to provide reliable information about the behavior and moral norms of a certain social group through information resources. It is based on the delivery of reliable information as one of the enabling features of the information-learning environment in the field of multicultural education. Taking this feature into account, forming a multifunctional information-educational environment is one of the priority tasks. Any information-education environment in the center information our our mind and feeling them changes. That's why for higher education in institutions future information technologies and future informatics and information technologies science teachers in preparation teachable professional of sciences teaching efficiency in raising information-education from environments use mechanisms improvement it is necessary Of this as a result future information technologies and future informatics and information technologies science teachers professional sciences independent to learn, computer technical and software supply about creative ability to increase, creative thinking to form and digital technologies about competence to develop is achieved .

this regard According to U.M.Mirsanov, information-educational environments and distance learning systems provide the following opportunities for teaching informatics and information technology subjects in the continuous education system and training future informatics teachers: informatics and information conducting lectures, practical and laboratory classes in technology sciences online; discuss project and group work over the network; receive independent assignments online and send assignments; get advice from a professor online; independent self-assessment; performing intermediate and final inspections online; intended for asynchronous teaching; comprehensive and multifunctional; that it is intended to receive education at the desired place and time ; the embodiment of didactic digital educational tools designed to fully master the subject; the presence of feedback between professors and students; that the student is intended for independent self-assessment [5] .

In our opinion, information-educational environments have the following didactic possibilities in increasing the effectiveness of teaching subjects related to computer graphic programs: they increase students' motivation for science; - makes training interesting and effective; improves the system of independent education of students; ensures that students independently test their theoretical knowledge of computer graphics; serves as methodical support for the professor-teacher; the professor-teacher ensures monitoring of students' knowledge and providing online advice; develops students' competence in effective use of CorelDraw, Adobe Photoshop, HTML, CSS programs, preparation of various graphic projects with their help.

In short, educational environments serve as an important pedagogical software tool for increasing the motivation of students to develop various projects with the help of graphic programs , developing their logical and creative thinking, forming their graphic competence and developing their competence . Therefore, today it is necessary to develop modern approaches to creating and using educational environments for teaching graphic programs.

Books

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