

METHODS OF USING INNOVATIVE TECHNOLOGIES IN PRIMARY EDUCATION

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Annotation: This article discusses the opportunities for high school students to use interactive methods in their independent study of elementary school lessons.

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One of the most important tasks today is the active use of advanced pedagogical technologies in education, increasing the effectiveness of education, analysis and implementation. It is important to develop students' thinking, consciousness, and attitudes, to turn them from a free listener to a free participant. The teacher should lead the class and the students should be involved. The advantage of innovation in achieving this goal is multifaceted. Since primary education is the backbone of secondary schools, more attention should be paid to the full development of the student's personality in this process. The responsibilities of primary school teachers are endless. They help students who have just entered school to get used to school life and acquire modern knowledge. It is during this time that children's attitudes and mental abilities are formed. This shows that the role of primary school teachers is responsible. Lessons based on pedagogical technologies should be tailored to the needs of the student in terms of organizational methods and teaching methods. Because such lessons are closer to the child's psyche. Achieving a goal based on arousing students' interest, desire, and desire to master the learning materials is an internal rapprochement between teacher and student. Innovation in the education system means the introduction of innovations in the goals and content of education, a new approach, the organization of joint activities of teachers and students, the process of improving pedagogical technologies, a set of methods, forms and tools of education. It is important to develop students' motivation to study in the primary school. Because the motive motivates students to the educational process, to actively participate in the lessons, to acquire knowledge. Interactive methods help to develop reading motivation. It is important to keep in mind the age and level of education of more children in primary school. Teaching them simple, easy, and time-consuming game exercises can be very effective. More environmentally friendly activities develop children's minds, worldviews, free thinking, storytelling, and independent work skills. The uniqueness of the use of innovative technologies in the classroom is that they are implemented through the interaction of teachers and students. The teaching process involves both teacher and student activities. The teacher's activity is to describe the teaching material, to arouse students' interest in science, to deepen their thinking and form their beliefs, to guide students' independent study, to check and evaluate their knowledge, skills and abilities. . Fish Skeleton Technology This technology is demonstrated through a fish model sketch, in which students try to explain the problem in detail. Draw a sketch of a fish skeleton on a piece of paper and write the problem on the top. At the bottom are solutions to the problem. For example, in traffic lessons, the topic of "Rules of the Road" is "Why do you need a traffic light?" when the problem is posed, the children enrich the fish sklit with their thoughts. The Law of the Republic of Uzbekistan "On Education" and the "National Training Program" define the main prospects and directions of educating the younger generation. The National Training Program outlines the main directions of radical education reform. It states that "Continuing education creates the necessary conditions for the formation of a creative, socially active, spiritually rich person and the rapid training of highly qualified and competitive personnel." The program also includes: "Creation of advanced pedagogical technologies of teaching, modern teaching aids and didactic support of the educational process" was defined as one of the main tasks of general secondary education. Indeed, innovative approaches and modern pedagogical technologies increase the efficiency of the educational process. Today's era is characterized by the active use of the global information network, which is not limited in terms of volume and speed of data transmission. Extensive use of multimedia and animation increases students' interest in lessons

and their level of knowledge. We need to instill competencies in students in every lesson. At the same time, we need to be able to use new ped technologies, innovative ideas, interactive methods and creative approaches in teaching. I think students will learn a lot through the innovations we create. Throughout my career, I use a wide range of innovative ideas and a variety of didactic game exercises. Our simple game exercises will also be very interesting and memorable for the student. In the course of the lesson, in particular, "Young actors", "Cheerful rabbits", "It's mine", "Wheel", "Chain", "Continue", "Chain of proverbs", "Syncway" method, "Venn diagram", Using lessons such as zig-zag technology, "find and read" and a lot of educational exercises will help students to learn a new topic better.

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