

USE OF MODERN INFORMATION TECHNOLOGIES PROGRAMS IN THE EDUCATIONAL PROCESS

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ABSTRACT

This article discusses the use of modern information technology programs in the education system. It is also theoretically based that the use of information technology tools is very important for the education system.

Keywords: media, modern programs, education system, pedagogy, methodology.

INTRODUCTION

Today, new pedagogical technologies have been developed that are unconventional, convenient, and thought-provoking in enhancing the student's ability to think independently. The effective use of these methods is the most important task facing all educators today. Conducting a lesson by using communication technologies contributes to a sharp increase in learning efficiency.

Today, a variety of teaching methods and ways are being developed. For example, a training lesson, a movie lesson, a theater lesson, a drawing lesson, a BBB method (in Uzbek language it means that I know, I want to know, I knew), an extended lecture, and so on. These methods play a very important role in increasing the effectiveness of education, the ability of students to think independently. The use of Internet resources in the classroom encourages students to work independently, because working with different information, its analysis, evaluation is one of the most pressing issues.

METHODOLOGY

Creating all the opportunities for the reader to understand and comprehend the topics is of great benefit. We need to develop their worldview in order to educate young people to think independently and feel the demands of today. Today's young people are strict, curious about various things, want to have a lot of information through television, press, computer. Therefore, it is impossible for a teacher not to be seriously prepared for a lesson.

The teacher has to teach each lesson in an unconventional way. The teacher must be so skilled that even the most silent student must join the lesson on his or her own and actively participate. To do this, if the teacher uses different methods in each lesson, it is advisable to let him talk more. Regular TV shows such as "Zakovat", "Intellectual ring", "Zinama-zina" will help students to increase their horizons.

It is very easy to prepare each quiz, crossword puzzle or assignment using a computer. Classes are also productive. Dividing the class into groups and giving each group a crossword puzzle solving or additional crossword puzzle training session on a regular basis will encourage them to do more research and reading. Teaching through these methods helps to increase students' ability to think independently, to give them a positive outlook for the future, to solve any problem independently.

In the process of organizing education on the basis of modern technologies, features such as mood, interests, lifestyle, worldview, thinking, mental and professional abilities of the student who wants to master the subject emerge. Today, involving students as active participants in the lesson, encouraging them to take action, is yielding very good results. Information and communication technologies also create great opportunities for professional development of teachers in education. These are:

- creation of reusable learning materials (saving time);
- teacher exchange via the Internet;
- students can access educational materials at any time, prepare multimedia materials that make the content understandable;
- record attendance and growth of participants;
- Ensuring a stress-free learning system.

The main advantages for teachers are effective management, storage and conduct of student work, as well as saving time. Saving time allows you to prepare well for training. Teachers will have the opportunity not only to update their knowledge, but also to gain theoretical knowledge using the resources of information and communication technologies.

RESULTS AND DISCUSSION

An e-textbook is a textbook for the in-depth study of teaching materials and scientific information through the use of modern information and communication technologies, effective methods of independent learning, ie a digital expression of a

simple textbook. It is based on curricula similar to ordinary textbooks. It shapes students' independent learning, creative thinking, skills and abilities. The main difference between e-textbooks and ordinary textbooks is that they can be used on a computer. The fact that e-textbooks are based on modern scientific knowledge, rich in exhibitions, taking into account the age and psychological characteristics of students, the ability to control knowledge, the texts of basic concepts and conclusions, definitions, rules and regulations in attractive forms and colors are

E-textbooks are the basis of distance learning, a new form of learning. It is a product in which a subject, any of its directions or components is described in accordance with the state educational standard and curriculum. The e-textbook is an e-learning product that fully complies with the state educational standards in the disciplines created at a high scientific and methodological level on the basis of information and communication technologies. An e-guide is a product that partially or completely replaces or complements a textbook and is a product approved by educational institutions as a guide. An e-learning process is a text written using the full potential of information and communication technologies, which illuminates the purpose, content and essence of the topic for each lesson of the textbook. An e-textbook cannot and should not replace a book. Just as creating a film of a work of art is a new genre, an electronic textbook is another genre of textbook. An e-textbook should take full advantage of information and communication technologies that serve to facilitate the process of comprehension and memorization of basic concepts, rules, examples, involving the human brain's receptive pathways, i.e. sound, emotional memory, rather than a simple textbook.

Electronic textbooks are divided into the following categories:

Type 1. The study materials are given mainly as verbal text, they have hyperlinks and glossaries, as well as two-dimensional graphs, diagrams, pictures. They receive up to 25% of the training material;

Type 2. The study materials will be partially hyperloval and glossary, as well as in the form of 2D graphic text and 3D graphics. They receive up to 25% of the training material;

Type 3. Learning materials will include text, 2D graphics, video and audio animations, and 3D effects. They receive up to 25% of the training material;

Type 4. The e-textbook will be created in a virtual environment, using modern network technologies, at the level of distance learning with a teacher connected to a computer network (Internet).

General requirements for all categories:

- The text of the modules (paragraphs and topics) should not exceed 4-5 monitor screens (page 2);
 - It is desirable hyperlinks do not exceed 3 stages, as they may deviate from the main theme;
 - The product system must meet the requirements of computer technology.
- Since it is advisable to have a limited amount of text in e-textbooks, the principles and approaches of e-creation should be followed.

The principle of modulation is the division of textbook materials into sections consisting of modules of minimal size.

Principle of completeness - each module must have the following components:

- Theoretical part;
- theoretical questions;
- examples;
- Problems and examples for independent solution;
- Questions answered on the module;
- control works;
- auxiliary information;
- comments.

In principle of openness, each module should have visual frames that facilitate the acquisition of new concepts and methods of text.

The principle of branching is that each module is linked to other modules through hypertext applications, which implies a sequence of material acquisition.

The principle of management is that students can manage staff exchanges themselves, discovering more complex examples and problems, and checking themselves.

The principle of adaptability is that the e-textbook learning process meets the needs of the student at a particular time.

The principle of collection should be done in the form of placement in a single electronic complex and libraries, expanding them with new sections and topics.

The principle of computer assistance is the ability to receive computer assistance while using e-textbooks, to check their knowledge, use dictionaries and so on. From the above principles, we conclude that the e-textbook is designed for independent reading and learning.

Electronic textbooks:

- facilitates the assimilation of reading materials by using other methods (with increasing access);
- adapts to the requirements, readiness and intellectual level of the student;
- creates conditions for deeper study of science due to time savings in complex calculations;
- creates a wide range of conditions for self-examination at each stage of the work;
- allows you to file or print the work done;
- Provides the necessary explanations, repetitions and auxiliary materials;
- can save time by using computer assistance in solving various problems;
- can teach students in the form of independent work on computers;
- Computational control works are checked by computer.

The third stage of the "National Training Program" provided for the computerization and informatization of educational processes at all levels, the creation of an integrated information space of the education system. It reads: "Information support of educational processes on the basis of modern information technologies, computerization and computer networks is developing. The publishing base of science and education will be developed, and a stable system of providing educational, methodological, scientific, encyclopedic literature and reference books will be formed.

CONCLUSION

The test programs created from the sciences will be different, and their use, the technologies of their use will also be different and will be added with the program. Typically, the technology of using any program is designed to be as popular as possible, accessible to all, where necessary, the program itself provides information, comments, explains the functions of each key.

Many companies and firms now use a variety of computer technologies to conduct seminars, meetings, trainings and other events. More and more multimedia technologies are being used to make information rich, memorable and visual. These are multimedia hardware tools that allow you to process various forms of information such as text, graphics and sound, as well as software packages.

In conclusion, it should be noted that in today's fast-paced world, it is very important to increase the ability of young people to think independently, to involve

them in more work, to use more information and communication technologies in the educational process.

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