

IN ORGANIZATIONAL TRAINING TECHNOLOGIES, THE ORGANIZATION OF FACULTY LESSONS, THE USE OF MODERN INFORMATION TECHNOLOGIES

Mullayeva Shahzodakhon
Asian University of Asian Technologies

Abstract:

The effective issue of ICT in teaching school subjects in the education system in our country is a topical issue. It is the universal means of education, which allows students to form knowledge, skills and skills, but also to develop personal characteristics, learn. There are several programs in the organization of optional classes on the basis of intensive educational technologies, good results in the organization of modern pedagogical and information technologies. One of them will provide information about the Kahoot program.

Keywords: Information Technology, Intensive, Modern, Educational, Educational, ICT, Kahoot, Teacher, Question, Answer, Program, Computer, Website.

Introduction

In the course of education, the need to effectively use information and communication technologies determines the new tasks before the professional education of teachers. ICT is an integral part of the professional training of modern teachers. Currently, extracted option classes are also an integral part of the education system. The use of information and communication technologies in these training will help strengthen the lesson.

The optional classes create opportunities for students and help their individual development. It is important to use intensive educational technologies and modern pedagogical techniques in the effective organization of these lessons. The modern education system requires constant changes. Today, the learning process is not limited to traditional lessons. Globalization and technological development requires integration of modern information technologies in new pedagogical approaches, innovative methods and educational process. The optional classes will create additional opportunities for students, ensure their education in accordance

with their individual needs. Intensive educational technologies are an important tool in meeting this requirements. They intensify the reading process and help students master a large amount of material in a short time, which allows students to master more knowledge and skills.

Modern pedagogical technologies are the sum of various methods and tools used to effectively and innovate the educational process. Their goal is to make the educational process to readers, interactive and effective students, as well as to provide them with self-development. Modern pedagogical technologies play an important role in improving the quality of education for teachers and students. Currently, the teacher takes knowledge, great skill and experience from the learner to a lesson. In the development of the child's mental abilities, it has a number of advantages from the real-minded traditional media. These benefits are based on active mutual influence of the participants of the educational process. The use of modern information technologies is also important in the organization of faciatric lessons on the basis of intensive education technologies.

On the basis of modern information technologies, online platforms, video lessons, and interactive tools are more convenient in the organization of faculty activities. Online modules, educational resources and programs used in the optional lessons allow students to freely develop themselves. In the system of education in our country, the effective issue of ICT is a topical issue. In pedagogical and psychological studies, ICT has a significant impact on the development of theoretical, creative and reflectic thinking. In the memory of the student, the image of this or this process, enriches the teaching material and helps them to be scientifically mastered. The main purpose of the introduction of information and communication technologies in the educational process is the emergence of new types of educational activities that are characteristic of a modern information environment. In the course of the course, multimedia educational programs and projects were created in using the Internet tools in finished multimedia products and computer educational programs, computer-class programs. In math classes, the programs "Games" can be prepared and used. In achieving this, we can help information and communication technologies. We "Kahooot!" To determine the knowledge of all students in time and evaluate them We use the program. Game-based learning platform.

"Kahoot!" An interesting technology can be included in any lesson plan. The Kahoot is the global education network, since the launch is used in more than 200 countries around the world. Kahoot! - These are a platform that is available to conduct online testing, debate and questionnaires using text, photos and videos in schools and other educational institutions. The program allows the teacher a chance to conduct a quick question and answer at the lesson reading process. Questions and answers prepared by the teacher will show on the screen in the audience. Students choose the answer to the question provided by themselves through their smartphones, tablets or computers. The results from question and answers are displayed on the screen in the auditorium. The system works online. Kahoot! The program was founded in 2012 Norwegian Technology and Scientific University (NTNU) under the guidance of Morten Verswik, John Brand and Jami Brucker under the leadership of the Norwegian businessman Ilmund Furuset. The game should be answered to questions created by all players or other individuals. The results of the answers to these questions will be changed to points in a reward. Then after each question, a rating of points appears on the screen. To access the program Home page, you need to contact the Internet onto <https://create.kahot.it>. To operate, first of all, if you are a teacher, we will include information related to the following fields in a row in the system. The interfaces for the teacher will be opened for the teacher when the teacher is included in the relevant fields in accordance with the relevant fields.



Figure 1. We choose the role of "teacher" in the system.

After that, the teacher needs to be included in the teacher. Once the information above is confirmed, a registered window is formed in the window. To open an account (account), you can register with your email with a login and password. If your device has opened your account from Google or Microsoft system, you can register directly.

Question - Reply the answer. These questions and answers should be included in the KAHOOOT program. The New Kahoot button tears with the mouse to sign the fast questions. When the formation of kahoot questions, we want to create test questions on the topic of this section, for example, on the topic of the Microsoft Excel program. We will write the title of the question and answer to be formed to the "TITLE" box. The short comment on the questions "The Cover Image" can be added to the Cover Image section.

Titleping partition to make test questions. When the Quiz button is pressed, the following window will be opened. The questions and answers are included in the indicators related to quick questions. The ADD Question (question add) button is pressed to add a new question. If you want to use questions created by yourself or others before, the Question Bank will be questioned and the correct answer can be pressed. (In addition to the question you can also add a video film and photograph). Home user (questionnaire structure) homepage. (Figure 2)

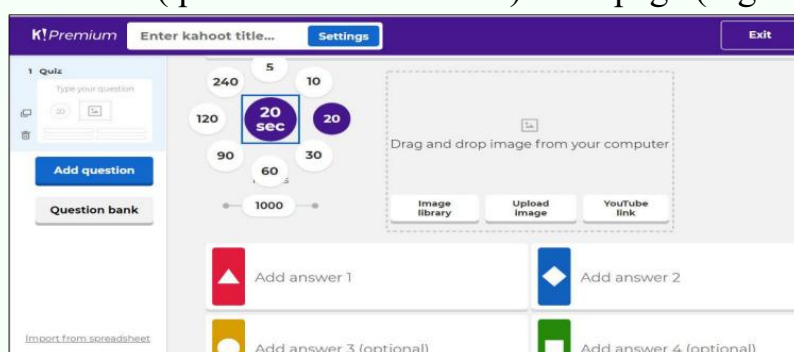


Figure 2. To include quick questions and answers.

When all questions are added, the window at <http://lay.kahot.it> may be included when the PLAY button is pressed. Here through the "Classic" mode, each reader includes a device of its own device (phone, tablet, computer), scores the score for herself. Students are divided into groups at Team Mode (Collective mode) and balloon is given to the group for the correct answer. Once the required mode is selected, a special information window opens for questions and answers. Here is the address of the system on the Internet and the session Pinkopey. Participating Game Participants from the Internet browser at www.kahoHot.it or "Kahoot!" The program must be installed.

This program can be downloaded from PlayMarket or AppStore. After starting the state of cahoots, the following window is formed. The Game PIN section is entered with a PIN code consisting of 7 numbers on the main screen. The NickName section

is included in the player nickname or a team name entered. After that, the name of the participants added on the teacher screen appears. After all students are added to sessions, the start button is pressed. When the "Start" button is pressed, the common question for everyone will appear on the Home screen every response will be marked with a special character and color, and the only answers are displayed on students' devices. After the question to analyze the answers to each question, the window shows the top scoring, indicating the ranking of students who received the correct answer. When the question is announced, such an image appears on the participant player device screen. If you want to define the "Microsoft" answer, the red button to the Linux answer, the yellow button to play Google and the Apple answer to the Apple answer. After the question, the rating schedule will appear, and the participants answered, as well as the correct answer. If the player device is answered correctly, "CORRECT" (correct) will appear "Incorrect" (incorrect) records if the incorrect answer is answered. Once the analysis is analyzed, the "Next" button is pressed and the next questions.

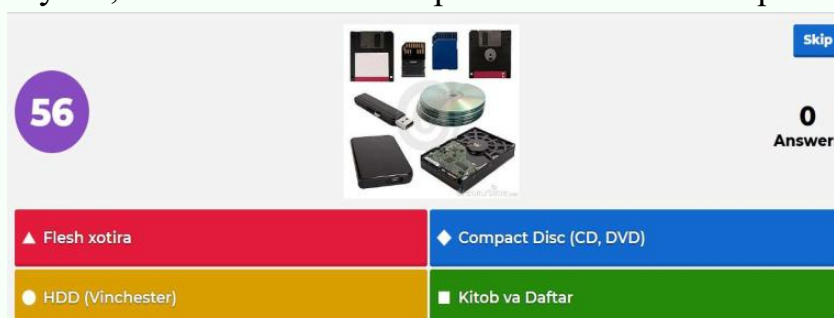


Figure 3.

The number of answers can be in 4 options. The number of answers may also be created in 2 options. After the players answered the question, a diagram is formed on the big screen. After answering all questions, the "end" button is pressed and the session is terminated. When the "end" button, the names of the students who score high points in quick questions. The player devices screen appears on the screen of players 1, 2 and 3 seats appear on the screen of the players. When the player participating in the game is pressed by the GET Feedback button to see the result of all participants. Downloading the chronology of all processes during the session and the results can be evaluated. Downloaded .XLS extension file all information about game chronology is displayed.

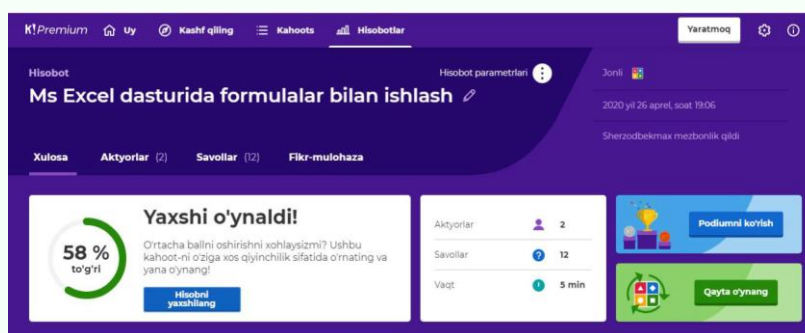


Figure 4.

Information about the chronology of the game The audience should be available to the appropriate technique (computers, network, and a projector to use it. This program platform can be applied in all subjects. Using Kahoot! Ensing students' knowledge of new topics, involving them to class and creating their own competence will definitely become a funning experience.

Thus, the use of modern pedagogical technologies in the Optional Lessons serves as a key tool in the development and improvement of the educational process. Teachers allow teachers to introduce education, activation and motivation that meets the individual needs of students. He allows students to further deepen, independently learn, and develop new skills. These technologies make a significant contribution to students' personal development, including innovative, effective, and interactive education.

References

1. S.Q.Qahhorov, U.H.Hayitov. Boshlang'ich sinf darslarida innovatsion texnologiyalar. O'quv qo'llanma. Buxoro : "Sadriddin Salim Buxoriy" Durdona, 2022.-184 b.
2. Sh.A.Nuraliyev. O'quvchilar bilimini baholashda kahoot! O'yin dasturidan foydalanish. RESEARCH AND EDUCATION ISSN: 2181-3191 VOLUME 1 | ISSUE 6 | 2022
3. David Kent. Plickers and the pedagogical practicality of fast formative assessment. Teaching English with Technology, 19(3), 90-104.
4. Hayitov A.G'. Ta'lim jarayonini kompyuterlashtirish. // Usuliy qo'llanma. Buxoro. 1999.
5. Pedagogika ensiklopediya. 2 jild. – T.: "O'zbekiston milliy ensiklopediyasi", 2015, - 376 bet.



6. I.B Kamolov. Professional education of students studying jewelry: the theoretic basis. SCIENCE AND WORLD
7. И.Б Камолов Развитие художественно-эстетического воспитания учащихся через прикладное искусство: Образование и инновационные исследования международный научно-методический журнал.