

MODERN METHODS OF TEACHING COMPUTER SCIENCE

Niyazimbetova Farida Azatboevna

Karakalpak State University Academic Lyceum

Teacher of informatics and information technology

Abstract: In order for the student to be able to apply the acquired knowledge in practice, it is possible to strengthen it in time, to be able to apply it to the study of other concepts, and to systematize the acquired knowledge to ensure the effectiveness of education.

The basis of the use of game technologies is the activating and accelerating activity of students. According to the studies of scientists, the game is one of the main types of activity together with work and study.

Key words: informatics, game technologies, research, methodology, pedagogue.

We all know that the 21st century is the era of globalization, the age of technology. Today, science and technology are developing rapidly, which requires teaching using new technologies. It is an urgent issue that every pedagogue employee, knowing that he is a responsible person, increases the efficiency of the lesson and makes effective use of new technologies in the education of young people who are our future.

The First President of our Republic, I.A. Karimov, said, "The main goal of such reforms is to educate qualified specialists who are knowledgeable and spiritually mature, possess modern techniques and technologies and can manage. Implementation of deep reforms, transition to a market economy, depends

primarily on the potential of personnel, their professional training," he said.

Informatics is a science dealing with the issues of searching, collecting, storing, processing and using information in various fields of human activity based on the use of computer technology. In our country, the First President paid great attention to the wide application of information and communication technologies to all aspects of our life, including the educational process. This is one of the main tasks defined in the decision on "Measures for the wider introduction and development of modern information and communication technologies" adopted on March 21, 2012 and the law "On Informatization".

After all, the effective use of modern information technologies to improve the quality of education for students, improve its content, organize education at the level of modern requirements, increase the effectiveness of education in educational institutions, new pedagogy, information introduction of technologies, the use of interactive methods and tools is envisaged. Therefore, the teachers of "Informatics" working in educational institutions today have the following important tasks:

- increasing the role and importance of science in the formation and development of students' independent knowledge and learning abilities;
- organization and conducting of classes based on modern pedagogical technologies;
- use of methods and forms aimed at increasing the activity of students, development of mastery levels; - effective use of modern information technologies in the educational process.

Today's demand encourages the search for new approaches to education that lead to quality changes, and the approaches (methods) to its study are also changing.

The result of practical application of new knowledge in education leads to

the creation of new education based on innovations.

Progressive development of the education system in our republic, radical renewal and reform of the personnel training system is one of the most important tasks of the state.

In order for the student to be able to apply the acquired knowledge in practice, it is possible to strengthen it in time, to be able to apply it to the study of other concepts, and to systematize the acquired knowledge.

The basis of the use of game technologies is the activating and accelerating activity of students. According to the studies of scientists, the game is one of the main types of activity together with work and study. According to psychologists, the psychological mechanisms of playful activity rely on the fundamental needs of a person to express himself, stabilize his place in life, self-control, and realize his potential. and part of it is organized as (introduction, reinforcement, exercise, control).

The use of other forms of entertainment in the lessons, that is, rebuses and puzzles, also has a good effect.

When using these interesting methods, the teacher plans a purposeful organization of the lesson, that is, prepares crosswords, rebuses, puzzles in accordance with the content of the subject. Determines the purpose of the lesson and projects the expected result. Rebus and crosswords are game technologies. The word "rebus" is derived from the Latin language and means "to express not through words, but through pictures." This is a puzzle created by combining a word or term with pictures, notes, and letters. Rebus is one of the most common and popular games. It is possible to hide proverbs, parts of poems, a phrase or a word. It was first used in France in the 15th century. The first collection of rebuses was published by Etenom Taburo in France in 1582. Later it spread to England, Germany, Italy. The first rebuses in Russia were published in the magazine

"Illustration" in 1845.

A rebus is a scrambling of terms in an evocative character. For example: -
The number of apostrophes in the left part of the picture corresponds to the number of letters to be deleted from the left side of the name of the picture;

It is natural that the crossword game, which is known to many and popular, arouses interest among students. Question form in the form of a crossword is always an interesting and attractive method for students. Students get into this game to such an extent that they can even create crosswords on various topics of computer science. While this form of independent creative activity is useful, it covers not only knowledgeable students, but also low learners. Students who learn poorly in other academic subjects often become good and diligent students of informatics.

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