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INNOVATIVE EDUCATIONAL METHODS IN THE DEVELOPMENT OF PROFESSIONAL COMPETENCE OF A SPECIALIST

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ABSTRACT

In this article, interactive technologies considered important for education in the course of personal interaction between a teacher and a student, socio-pedagogical aspects of an innovative approach, the scope of issues that implement pedagogical competence, pedagogical application of innovative educational technologies - psychological and methodical conditions, ways, forms and methods of professional competence development are explained. The educational or upbringing goals of the interactive methods have been revealed according to their nature.

In recent days, our country needs highly educated, qualified, quick and constructive experts. Therefore, personal interaction between a teacher and a student becomes an important aspect of the educational process, and the improvement of educational technologies plays a major role in this. The use of innovative technologies in the educational process helps to increase the quality of training of specialists and to activate the role of independent work of students. The introduction of innovative educational methods in the development of professional competences of the future specialist will create the basis for the competitiveness in the labor market in the future. Innovation or renewal is inherent in any professional activity of a person. Innovations do not appear by themselves, but are among the results of scientific research and advanced pedagogical experience.

The concept of “innovation” is translated from Latin and means “renewal, newness, change”. Innovation in the pedagogical process means introducing innovations to the goals, content, methods and forms of education and training, organizing the joint activities of the teacher and the student. Today, innovations in pedagogy are becoming the most optimal means of increasing the effectiveness of education.

The socio-pedagogical necessity of an innovative approach to education in the current globalization processes is measured by:

1. Scientific-technical progress and socio-economic renewal of the continuous education system, in particular, improvement of the educational process in higher education institutions using the study of advanced foreign experiences, innovative approaches in education and information technologies;



2. Creation and implementation of effective organizational forms and technologies of person-oriented education that serve to develop the level of education, intellectual potential, social activity, and creativity skills of students and youth;

3. The need to develop the professional-innovative competence of the teacher in relation to mastering and implementing pedagogical innovations.

In order to solve the problems faced by the educational system in the innovative processes taking place at the present time, we need people who have mastered new information, are able to evaluate this information by themselves, make the necessary decisions, and think independently and freely. In this regard, the role and importance of innovative technologies in the management process in vocational education is incomparable. Innovative technologies are innovations and changes in the pedagogical process and the creative activity between the teacher and the student, and interactive methods are mainly used in its implementation, since the teacher plays the role of management in education.

In the educational process, using interactive educational technologies, it is possible to achieve the formation of such qualities as self-control and management, effective conversation, working with peers, listening and understanding their opinions, independent, creative, critical thinking, putting forward alternative proposals, expressing opinions freely, defending one's point of view, to try to find a solution to the problem, to be able to get out of difficult situations. Most importantly, through the use of interactive educational technologies, the teacher organizes students' actions based on mutual cooperation in order to achieve a specific goal in the educational process. It also allows for an objective assessment of students' knowledge and skills by directing, managing, controlling and analyzing them to acquire a specific field of knowledge.

Currently, the most popular interactive educational technologies are: interactive methods ("Case study", "Blitz survey", "Modelling", "Creative work", "Attitude", "Plan", "Interview", "Competition" etc.); strategies ("Brainstorming", "Boomerang", "Gallery", "Zig-zag", "Step-by-step", "Ice-breaking", "Rotation", "T-table" etc.); graphic organizers ("Fish skeleton", "BBB", "Conceptual table", "Venn diagram", "Lily flower", "Insert", "Cluster", "Why?", "How?") and others.

Therefore, using interactive educational technologies in the teaching process:



- arouses students' interest in acquiring knowledge;
- forms necessary vital skills and qualifications in students;

- encourages every participant of the educational process;
- has a positive effect on the psyche of every student;



- creates favorable conditions for effective assimilation of educational material;
- has a multifaceted effect on students;
- arouses the opinion and attitude of the students on the topics being studied;
- ensures that students' behavior is changed in a positive direction.

The Law of the Republic of Uzbekistan “On Innovative Activity” defines “innovation” and “innovative activity” as follows: “innovation - introduced into civil circulation or used for personal needs, the use of which in practice has a large socio-economic a new development that ensures the achievement of efficiency”, “innovative activity - the activity of organizing new developments, as well as ensuring their transfer and implementation in the field of production”.

Within the framework of the implementation of “Innovative educational technologies and pedagogical competence”, **the teacher should have specific knowledge about:**

- functions of innovative educational technologies;
- types and fields of application of innovative educational technologies;
- pedagogical, psychological and methodical conditions for the use of innovative educational technologies;
- rules for designing innovative educational technologies;
- innovative educational technologies: practical games, problem-based learning, interactive learning, modular credit system, blended learning, case study, distance learning, master classes, the essence of webinar and assessment technologies;
- foundations and qualities of pedagogical competence;
- ways, forms and methods of developing professional competence in pedagogues;
- the potential of pedagogical competence and the conditions for its rational use;
- the creative approach of pedagogues to professional activity (educational training, organization of spiritual and educational events);

The teacher should have to acquire the skills of effective application to higher education practice, such as:

- formation of defined educational goals;
- design and planning of educational activities based on interactive educational technologies;
- organization and management of a person-oriented educational process;
- organization of joint cooperative activities of students;



- interactive educational technologies (practical games, problem-based learning, interactive learning, modular credit system, blended learning, case-study, distance learning, master classes, webinar and assessment technologies);

The teacher should organize educational activities based on:

- "live", creative educational process based on innovative educational technologies;
- innovative activities;
- a creative environment in the educational process through innovative thinking;
- rational selection of innovative educational technologies;
- to achieve the harmonization of innovative educational technologies with real practice in connection with the specialty;
- acquiring the skills of developing and popularizing innovative educational technologies;
- effective implementation of pedagogical innovation activities;
- ensuring that the educational process acquires an innovative character;
- innovative educational technologies (practical games, problem-based learning, interactive learning, modular credit system, blended learning, case study, distance learning teaching, master classes, webinar and assessment technologies).

Furthermore, the teacher should acquire competencies of directing students to research-creative activities

In the process of teaching based on "Innovative educational technologies and pedagogical competence", practical training involves the use of:

- presentation and electronic didactic technologies using modern computer technologies in lectures;
- technical tools, express questions, test questions, brainstorming, group thinking, working with small groups, and other interactive educational methods:



The use of innovative technologies in the course of the lesson arouses interest in scientific research in students, develops creativity. As a result, acquired knowledge, skills and abilities are applied in practical activities, the quality of mastering increases:



Model of educational technology



Structure of the lesson



The purpose of the training session and pedagogical tasks



Outcomes of educational activities

The use of computers and smart tablets in the lesson makes the teaching process interesting and allows an individual approach to each student. First of all, it will be possible to convey a lot of knowledge, facts and information to students through the wide possibilities of information and communication technologies. Secondly, the full implementation of the teacher's innovative plans, ideas and thoughts is easy and effective. Such processes are especially important in the education of field-oriented subjects.

In the continuous education system, it is considered one of the main tasks of ensuring integrity and continuity to teach students and trainees to successfully use innovative technologies in their practical activities in the future, not limited to training based on innovative technologies.

The most unique achievements of civilization are achieved thanks to the integration of sciences. A person's understanding of the outside world and his identity, learning of new laws of relations between a person and society is happening. In such a dialectical process, the economic phenomenon initiated by human intelligence, such as production, is rising to the leading position.

Forms of education:



Interactive methods means approaches that activate students and encourage them to think independently, where the student is at the center of the educational process. When these methods are used, the teacher invites the learner to actively participate. The learner is involved throughout the process. Benefits of a learner-centered approach include:

- study-learning with higher educational efficiency;
- high motivation of the learner;
- consideration of previously acquired knowledge;
- adjustment of the intensity of study to the needs of the learner;
- support of the learner's initiative and responsibility;
- learning by doing;
- creation of conditions for two-way feedback.

Although interactive methods, by their nature, ensure a certain level of effectiveness in the implementation of educational goals, however, each of them requires an individual approach in the educational process. Therefore, when choosing interactive methods and technologies, pedagogues should pay attention to the studied topic, problem or issue that needs to be solved. In order to increase the effectiveness of interactive methods, when choosing a method or technology, the teacher should take into account the psychological characteristics of the student, the level of worldview, knowledge and skills, as well as the experiences of the audience. Of course, this situation requires teachers to have professional skills, competence, knowledge, sensitivity and intuition.

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