

BUILDING COMPETENCES IN ORGANIZING PRIMARY EDUCATION CONTENT USING DIGITAL TECHNOLOGIES

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Abstract

The use of various games in the educational process increases the student's interest. This article talks about didactic games that can be used in the course of the lesson and how to give them through digital technologies.

Keywords: education, efficiency, didactic game, digital technology, method, knowledge, skill, competence, mastering, educational process, assignment.

INTRODUCTION

At a time when digital technologies are becoming an integral part of our lives, getting students interested in programming and teaching them programming knowledge is one of the urgent tasks facing every person working in this field. Blackboards and presentation materials are examples of the main teaching aids used in primary education. However, it is difficult to fully convey information to students through these educational tools and to control them. Because these educational tools are adapted for one-way information delivery. The use of modern digital technologies is highly effective in primary education, especially in the teaching of basic subjects taught in grades 1-4. These technologies increase students' interest in science and save the teacher's time.

On April 14, in the presence of President Shavkat Mirziyoyev, at a meeting dedicated to the discussion of the activities of the Ministry of Information Technologies and its plans for 2022, it was decided to "turn the digital economy into a driver sector in the development strategy, increase IT services by 2.5 times and increase exports to 500 million dollars." We have set big goals. One thing must be clearly understood. If this industry does not develop, no other industry will advance." He noted the importance of the information technology industry and the fact that there is a lot of work to be done in this regard.

Education is a planned process of a teacher imparting knowledge, skills and abilities to children, students acquiring and strengthening these knowledge, skills and abilities.

The educational process is the enrichment of children's memory, the growth of their speech and thinking. It is a process that takes place using various methods and techniques.

The game is an activity embedded in the mind of children, depending on the type of game, this activity reflects the objective reality and life to a certain extent. The game is a certain continuation and reinforcement of the educational activities conducted in the classroom. Experiments show that the game is a necessary need of young students.

In many developed countries of the world, improving the quality of education is one of the main tasks. The experience of developed countries clearly shows that it is effective to use specific methods and technologies to solve this task at all stages of education. One of these stages is primary education.

In the process of forming the educational system in Europe, the use of the competency-based education method is explained by the reason that the educational system is in accordance with the social order. The main modern competencies are general knowledge, skills, qualifications, as well as experience

of independent activity and a new system of personal responsibility of students. Therefore, the main competencies serve as specific parameters for the delivery of educational content to schoolchildren and their acceptance.

A competency-based approach consists of knowledge, skills and abilities and the ability to apply them. Through the competency-based approach to education, students learn how to connect the knowledge, skills and abilities they are acquiring and apply them in life.

The term "competence" is a relatively new term for the field of pedagogy and can be found in the literature in connection with the term "competence approach". The competency-based approach in modern education was introduced in America in the late 1960s and early 1970s, and in Europe and the CIS by the mid-1990s. Different definitions and opinions have been given to the concept of "competent approach" by many scientists. Therefore, there is no clear definition of this concept. Below we consider some of the definitions given to the concept of "competency approach".

Competence is defined in the explanatory dictionary as follows: "Competence is derived from the Latin word "compete" and means to achieve, to be suitable, to match." Competence is the integrated view of acquired knowledge, formed skills and acquired skills. The term "competence" also means the authority and right granted to a natural or legal person.

T.A. According to Babakova, competence is a requirement for the educational training of a specialist necessary to carry out quality productive activities in a certain field.

Every country sets certain social requirements when organizing its structure and selecting representatives of each social class, and employees and workers are accepted based on these requirements. The social requirement set by the state also acts as a competence.

One of the tasks facing modern education is the formation of comprehensive competence in the young generation. The formation of this competence is carried out by adapting education to a competency-based approach. Students and teachers take the main place in the competence approach. It is necessary for teachers to explain and teach knowledge not only theoretically and practically, but also in terms of being able to apply this knowledge, and thus to be able to see the whole process, the profession, the world as a whole, solve unusual problems and tasks. they will be able to develop their skills.

The development of digital technologies can be assessed by the number, speed and areas of application of these technologies. An increase in the volume of information depends on an increase in production, and a quadrupling of the volume of information leads to a doubling of production, as 75% of workers in the United States and 80% of workers in Japan are engaged in information processing. can also be found out. The need to apply modern technologies in practice requires the formation of the following competencies from a modern student in the use of resources and modern information technologies in education:

- able to work effectively with information and create information that is easy for others to understand;
- to have the following features in data analysis: the ability to separate useful information from useless, more expensive from cheaper;
- avoidance of unnecessary, low-quality, incomplete, incorrect or outdated information;

A high level of information culture should be formed, these are: developed perception, the ability to competently work with any information. A student with the above qualities will become a worthy graduate of the modern education system and develop as a person whose competencies have been formed at a professional level in society and in the information space.

Nowadays, with the publication of new generation textbooks, mastering elementary school mathematics has become a very complicated process. The complexity of the problems can reduce the enthusiasm of the students to learn. Therefore, let's not let the students show their enthusiasm for learning,

on the contrary, in order to increase their interest and develop calculation skills, it is necessary to effectively and appropriately use didactic games through digital technologies in primary grade mathematics classes. This is one of the important factors for the training of mature personnel at the level of today's demand.

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