

Organizing Lessons in an Interactive Method as a Means of Increasing Educational Efficiency

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The content, organization forms and mechanisms of interactive education are explained in the article. Modern pedagogical technologies, individualization of education, cooperative pedagogy, the scientific basis of the issues of organizing students' independent education have found their reflection. Bakieva.

Introduction. The work of improving and creating a new educational system is being carried out at a rapid pace by our state. This ensures that all stages of continuous education are facilitated. In other words, instead of boring lessons, there is a growing demand for pedagogues who have a responsible approach to the organization of lessons, have professional knowledge, methodical skills, are responsible, have perfectly mastered modern interactive pedagogical technology, and are able to organize education based on innovations. No matter how much the material base, standards, curricula, programs and textbooks are improved in education, achieving the expected main result, imparting deep and thorough knowledge, and achieving high-quality mastery directly depends on the creativity, inquisitiveness, competence, and pedagogical skills of the teacher who conducts theoretical and practical training.

It is necessary to focus on how to provide quality education according to the personality of the student, his interest, desire, and desire. Now: What is Individualized Learning? let's answer the question:

- individualization of the educational process is a teaching method that takes into account that each student actively participates in the educational process and makes a personal contribution to the educational process;

- in the organization of the educational process, the methodical approach of the teacher, speed, personal characteristics of the student are taken into account;
- the student's personality is at the center of learning and knowledge in carrying out educational-methodical, psychological, pedagogical organizational management work.

Discussion.

1. When working in groups, when organizing educational work, when working individually with each student, their personal characteristics should always be in the center of the teacher's attention, should be taken into account.
2. Even when communicating with the student, his peculiarities should be taken into account.
3. In the educational process, his abilities and possibilities should be taken into account.
4. When conducting pedagogical psychological processes, it is necessary to take into account the level of personal development of the student.

Principles of individualized education:

- ✓ Individualization is the main strategy of the educational process;
- ✓ Personal development is provided through individualization of the educational process;
- ✓ Implementation of individualized teaching of each subject guarantees the expected result;
- ✓ Conditions for integration with individualization of training forms are created;
- ✓ Individualized education - ensures the quality and efficiency of the educational process;
- ✓ In individualized education, the acquisition of skills, qualifications, and knowledge takes place based on the student's interest;
- ✓ The ability to work independently develops and improves the student's general educational skills.

Therefore, the quality and effectiveness of education is related to the student's effective independent reading, independent thinking and thinking activities aimed at mastering the educational content.

The students have the following when conducting the lesson process in interactive methods the development of features can be shown.

The student is not taught, he is taught to study, learn, and work independently. In this, students are taught to learn through independent analysis, to think creatively, to think freely based on personal conclusions. Students will be able to think against foreign opinions and defend their position.

The student's ability to acquire knowledge is formed by searching, finding, and processing knowledge from textbooks, the Internet, and various other sources, rather than giving the student ready-made knowledge. An opportunity for creative observation is created through the acquired knowledge.

The student is taught to work with textbooks, read, study, write a synopsis, acquire independent mastery skills using additional literature.

In the school, it is guaranteed that all students learn at the level of their abilities. In this case, the student's ability to use the acquired knowledge in life and practical activities is determined by his skills and qualifications.

All students can achieve the same results if all teachers-students can learn to work on the basis of interactive methods and bring it into their educational activities.

The organization of students' activities plays an important role in the implementation of the lesson process and effective use of its structure.

Because the student is at the center of the process. Therefore, the educational process should be focused on the personality of the student.

In the pedagogical process, the educational activity of the student is carried out in three directions:

1. general;
 2. group;
 3. individually.
1. The actions of all students in the group under the guidance of the teacher are understood in the activities of the general course.
 2. In the organization of group study, students' activities are divided into groups.
 3. In the individual learning process, students conduct individual activities.

In lessons that organize activities in a general form, students simultaneously discuss the same tasks in groups, exchange ideas, compare, and draw conclusions by summarizing. The teacher cooperates with the students in the performance of the task together and at the same time, and works in creativity. In the process of speaking, explaining, showing, the teacher discusses the issue together, involving all the students.

Such communication leads to gaining students' trust, communicating with students, and forming teamwork skills.

There are also specific shortcomings and deficiencies in the organization of general educational activities. In the lesson, the activity is focused on everyone equally by the teacher, that is, a little abstraction occurs. It encourages everyone to search, think, and work towards the same goal, regardless of their interests and abilities.

Due to the fact that students have the same level of development and preparation, acquiring and mastering knowledge and skills does not guarantee the same result. Cases of decrease in the quality and efficiency of the lesson are observed.

Students with poor reading and learning skills work slowly. They cannot fully master the educational materials. They need more personal attention from the teacher. However, some students tend to master more complex, more challenging materials. Others are interested in working on a more independent research, creative approach. Therefore, in general classes, it is desirable that questions and answers, laboratory work, exercises, and solving problems should be directed to the student as much as possible.

Lessons require uniformity, a common approach, avoiding monotonous educational activities, and the following can be done:

1. Landmark. Stage of preparation of game participants and experts. The work plan of the educational process is proposed by the teacher. In cooperation with students, the goals and objectives of the training are determined. The problem of the educational process is formulated. Imitation, rules of the game, general progress of the learning process are told, a package of learning process material is distributed to the student.
2. Preparation for the educational process. Acquaintance with study materials, situations, instructions and other package documents. The scoreboard of the rules of the game is drawn up. The scenario of the game, the sequence of the game, and the results to be obtained are reflected in it. It is forbidden to change the game process and interfere with it from outside. Some corrections can only be made to carry out the process. When the game is set, the student does not interfere in it, but watches and manages it. Its main task is to organize the discussion, monitor the game, calculate the results, feedback received, and answer the questions of the participants.

3. Discussion of the played game. It consists of analysis, discussion and evaluation of the game process. The teacher conducts a final discussion. In the discussion, participants and experts exchange opinions, defend their positions, express their impressions, problems and opinions.

From the above information, it became clear that in interactive games: teacher - student, teacher - group, student - group,

Learning content is mastered through interaction between students and groups.

Teachers who want to work in an interactive way can be reminded that reading articles and literature is not enough for new work. For this purpose, that is, in order for the teacher to use interactive methods in his work, he personally participates in business games, brainstorming, discussions, debates, experiences himself, adds his personal contribution to this work.

For this, he should learn, master and implement the following rules for conducting interactive lessons:

1. It is required that all participants be involved in interactive training. Such technologies should be chosen to ensure the participation or discussion of all participants in the work process;
2. Psychological preparation for participation in training is necessary. It should be taken into account that the participants in the lesson are not ready to start the process. In the newly organized interactive lessons, stuttering, shyness, and silence are observed in them as active avoidance of the lesson, hindering the use of internal capabilities;
3. Not to bore students with many introductions of new technologies. Participant opportunity, new technology quality to each other better fit. The number of participants in one group should not exceed 30 people. Work in small groups only in such conditions it is easy to express freely, find solutions to problems;
4. Special attention should be paid to the preparation of training rooms. The class should be prepared in such a way that when working with small and large groups, they can move freely. In other words, a student-friendly environment should be created. It is especially uncomfortable for students to sit with their necks down while communicating with each other. Setting tables for 4-6 people, group members sitting facing each other, creating a comfortable environment for seeing and thinking gives good results;
5. Before conducting business games, it is necessary to follow its rules and sequence. It is better to agree in advance to strictly adhere to it. Each participant should be resistant to any thinking, point of view, listen to the end, not criticize. To respect the freedom of speech of each participant, to maintain personal dignity;
6. The division of participants into small groups should be carefully considered. First of all, it is better to form small groups freely and on the basis of wishes. Then it is better to move on to random formation of groups.

Most importantly, interactive methods increase students' communicative knowledge, understanding, skills and abilities. It ensures them to work in cooperation, solidarity, friendly relations. In particular, listening to each other, expressing their opinions, encourages mutual respect. Working in this way eases the mood and workload in the classroom. They learn to find solutions to important problems based on changing the forms of training and activities.

From the above, it became clear that the teacher is not a teacher, but a guide to the problem of students, a consultant, organizer and coordinator of research activities. It creates conditions for the student's independent thinking and supports their initiative.

In turn, students become full participants in the learning process by sharing responsibility for the learning process and its results together with the teacher.

When organizing the lesson process based on interactive education:

1. The student's mutual activity increases, the skills of working in cooperation and creativity are formed.
2. Skills for working with curriculum, program, textbook, standard norm, manuals, subject content are formed.
3. Independent reading, working, mastering of educational content and text becomes daily personal work.
4. The student gets used to freely expressing his opinion, defending his opinion, being able to prove and confirm it.
5. The most important thing is that didactic motives arise during the educational process.

That is, the student's needs, wants, and desires are satisfied. The student's interest increases during the learning process. This situation raises the student to a higher level in achieving educational goals. What are the advantages of organizing the lesson in interactive methods:

- teaching content leads to good learning;
- educational relations between students and teachers are established in time;
- teaching methods take different forms during the educational process: individual, pair, small group, large group;
- the educational process will be highly motivated by satisfying the educational need;
- through mutual information giving, receiving, and processing, the educational material is well remembered, the student develops the skills of communicating, expressing opinions, and exchanging opinions;
- the student's self-evaluation, critical view develops during the educational process;
- for the student, the lesson turns into an interesting content of the taught subject, a creative approach to the learning process, a positive opinion is manifested;
- leads each student to be able to think independently, to search, to observe;
- in lessons taught in an interactive way, the student not only learns the educational content, but also develops his critical and logical thinking.

Of course, the organization of interactive sessions also has its own disadvantages:

1. The educational process requires spending a lot of time;
2. It will not be possible to adequately monitor all students during interactive sessions;
3. When studying very complex materials, students cannot fully and clearly solve the problem, in such conditions, the role of the teacher is low;
4. Due to the participation of weak students during the learning process in groups, there are cases where even strong students get low marks or grades.

The educational process is carried out in the following directions and methods:

1. Passive education.
2. Active learning.
3. Interactive education.

In a passive way - the student learns educational materials from the teacher's words, lectures, oral explanations, and explanations. He learns homework by reading manuals and textbooks. In this

process, the system of communication between the student and the teacher is not established. The student learns at his own level - at the level of his ability, interest, desire, desire. It is not guaranteed to master the educational content.

In the active method - the traditional method is widely used. The teacher uses all his strength and skill to explain the content of education and tries to explain it better with the help of visual aids and didactic handouts. The teacher exchanges ideas with students on the topic. They do exercises by giving creative work, they do homework independently, they do it by repetition. They achieve some mastery of the educational content.

In an inter (mutually) active way - a comfortable environment is created for students to organize the lesson process well. Students are allowed to exchange ideas with each other. Conditions are created for receiving and giving mutual information. They discuss and solve the pending issues together. They find a solution in cooperation to get out of the situation.

Conclusion. Based on the received information, they demonstrate their knowledge to each other. They are inspired by each other and create spiritual satisfaction. Understanding each other, maybe interest, not knowing that time has passed they stay. Each participant feels like the authors of the educational content. They achieve full mastery of the educational content.

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