

**USE OF INNOVATIVE TECHNOLOGIES IN PROCESS OF LEARNING**

Solikhodjaeva R. K.

Associate Professor of TIPMO, City of Tashkent

Abstract. *An innovative approach sets qualitatively new opportunities in personnel training. With their help, the readiness of the individual for the upcoming changes in society is born, a creative approach to the performance of work is formed, the horizons of thinking expand, and communication skills are acquired.*

Key words: *cognitive activity, innovative learning, professional activity.*

The methods used do not work as effectively with regard to the new generation of personnel. Standardized education does not take into account the individual qualities of the student and the need for creative growth. Despite a number of problems that cannot be solved by the old methods, there are difficulties with the introduction of innovations. The teacher must understand that the introduction of innovative methods not only helps his pupils learn the material more efficiently, it develops their creative potential. But it also helps the teacher to realize their own intellectual and creative potential.

Innovations, or innovation, are characteristic of any professional activity of a person and therefore, naturally, become the subject of study, analysis and implementation. Innovations do not arise by themselves, they are the result of scientific research, advanced pedagogical experience of individual teachers and entire teams. This process cannot be spontaneous, it needs to be managed. Therefore, there is great interest in this topic, the topic of introducing and applying innovative technologies in the education process and obtaining high results from their use.

The modern world is in continuous dynamic development, where changes are constantly taking place. Updates relate to all spheres of human life, his environment, as well as education. In the field of pedagogical activity, changes in educational technologies are taking place, which in turn encourages teachers to seek new opportunities for the development of educational systems. The introduction of innovative methods in education is aimed at improving the learning outcomes.

The purpose of innovative training is to educate the staff of the ability to acquire knowledge and skills, to form an active educational and cognitive activity. An innovative approach sets qualitatively new opportunities in personnel training. With the help of these technologies, the readiness of the individual for rapidly advancing changes in society begins to emerge, a creative approach to doing work is formed, the horizons of thinking expand, and communication skills are acquired. For example, business games can be used to implement innovative technologies in work.

The lesson data structure includes:

➤ Preparatory stage, stage of the game and analysis:

definition of the topic, problem, goal, choice of the object of the game, selection of a problem situation, a game scenario is being developed.

➤ The stage of conducting a business game consists of an introduction to the business game and the process of the game itself. During the process of the game, the analysis of the initial



Innovative Society: Problems, Analysis and Development Prospects

information, work on tasks, the performance of role-playing functions, and the work of the expert commission take place.

- Joint discussion of the results, analysis of the experience gained is final stage in the game. Here the results are stated, errors are noted, attention is drawn to the connection between the game and the content of the educational process. These games are used both in theoretical and practical classes. A business game allows you to gain social experience, practical skills allow you to avoid mistakes that occur during the transition to independent work. The dignity of a business game is determined by the following factors: students enjoy learning, motivation appears.

Business games teach to work in a team, the novelty of the transfer of information provides interest in the future profession, encourages the student to dialogue, and relieves nervous tension. In my classes I use business games, as they combine theory and practice, contribute to the development of professional experience, professional competencies. By creating a number of problem-conflict and critical situations, connecting students to active learning methods, which are one of the most effective means. Active game techniques allow you to arouse the desire to independently understand complex issues.

As a result of the use of innovative technologies in education, a stable motivation is formed, mental abilities are activated, passive ones are involved in the work, the intensity of the educational process is increased, and the educational process is provided with modern materials. And also, accustoming students to work independently with various sources of information, implementing a personality-oriented and differentiated approach to learning, activating the learning process, the possibility of engaging in research activities and ensuring the flexibility of the learning process.

The atmosphere of enthusiasm makes it possible to overcome stiffness and fatigue and turns a boring task aimed at updating the material into an exciting event. The introduction of innovative technologies in the classroom not only solves the problem of motivating teachers, but is also an effective tool at the stage of consolidating knowledge.

Role-playing games are also an effective teaching method, the purpose of which is to develop the following skills: communicative, analytical and practical. In their professional activities, our specialists will need the following skills and abilities:

- to explain the information and their position in an accessible in an accessible form;
- use different ways of communication;
- draw up a plan for an individual conversation, a plan of action in a team;
- present information in various forms (in the form of text, diagrams, illustrations, presentations).

Improving the quality and effectiveness of training directly depends on the skillful selection and use of a variety of teaching methods that are most appropriate to the topic and situation. The use of this pedagogical technology unites the group and forms such professional character traits as:

- sense of professional responsibility;
- ability to analyze and draw conclusions;
- ability to work in a team;
- the ability to always come to the rescue in difficult situations.

It is of great importance when teachers appreciate the teacher's ability to enter into their position, a friendly style of relationships, pedagogical tact, a spirit of cooperation, psychological comfort, an attitude towards creating positive incentives, i.e. a mood is created that enables the student to



improve himself and change internally, which leads to self-respect and self-sufficiency. And this unity of business and personal aspects during classes increases the effectiveness of any type of educational activity, gives it a worldview orientation. And the teacher forms his own style of optimal pedagogical communication in the process of organizing all pedagogical activities, ensures the self-expression of the personality of the teacher as highly moral and spiritually enriched.

Summing up, we can say that the learning process is completed only when the student knows and is able to do any manipulations or master the process according to the professional standard, i.e. the difference between the skill of the trainee and the professional standard disappears. This principle of completeness in practice means focusing on the highest results in learning, which are achieved using health-preserving technologies, without overload and with great effectiveness directly in the classroom.

Bibliography

1. Аскарова Н.А., Сайфуллаева З.И. ЭФФЕКТИВНОСТЬ ИСПОЛЬЗОВАНИЯ ИНТЕРАКТИВНЫХ МЕТОДОВ. Материалы конференции. GURRENT ISSUES OF SCIENCE, PROSPECTS AND CHALLENGES. INTERNATIONAL SCIENTIFIC. 17 DECEMBER, 2021. SYDNEY, AUSTRALYA
2. Аскарова Н.А., Сайдуллаев А.Н. Организация занятия с использованием интерактивных. Материалы конференции. Тиббий таълимдаги ислохатлар, муаммолар ва Уларнинг ечими XVI – ўқув –услугий анжуман. Тошкент, 2019.
3. Бьюзен Т. и Б. Супермышление. 5-е изд. - Минск. – Попурри. – 2019 г.
4. Вербицкий А.А. Активное обучение в высшей школе: контекстный подход: метод. пособие. М.: Высшей. школы., 1991. 207 с.
5. Ступина С. Б. Технологии интерактивного обучения в высшей школе: учеб. метод. пособие. Саратов: ИЦ «Наука», 2009. 52 с.
6. В.М.Umarov, А.N.Sadullayev, N.A.Askarova. Ta'lim texnologiyalarining pedagogik-psixologik xususiyatlari. Toshkent Tibbiyot Akademiyasi Axborotnomasi. 2016 № 2.