THE IMPORTANCE OF USING MULTIMEDIA IN PRIMARY CLASSES

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Abstract: *this article discusses the importance of using modern technologies, innovative techniques, Multimedia in increasing the effectiveness of beginner education today*

Key words: *multimedia, multimedia tools, educational process, information technology, educational objectives, mobile phone.*

Education is a collaborative activity of the teacher and students, in the process of which the development of the individual, his / her knowledge and upbringing are also carried out. In the lessons, the teacher communicates his knowledge, skills and abilities to the students through the training, while the students acquire the ability to use it as a result of the assimilation of the latter. In the process of learning, students use different forms of assimilation, that is, they rely on specific discrepancies in the perception, processing and application of the assimilated information.

Any new form of Education requires the formation of psychological and pedagogical bases, without which the achievements and effectiveness of the educational process can not be said. One of the main features of multimedia education is that it can serve to provide a continuous education system along with increasing the interest and knowledge efficiency of the learner. Suppose that in all subjects of a science in a multimedia educational material to study them more complex, hypermurojaat is directed to another multimedia program in which the educator will be successful in acquiring the necessary knowledge to himself with the help of time. To do this, of course, the national base and quality of multimedia learning materials must be at the required level. To date, electronic textbooks and manuals have been created in many disciplines in the Republic and are being effectively used in the educational process.

Even from mobile phone devices that are currently developing rapidly, multimedia can perform tasks such as viewing, hearing and testing topshirish. Some manufactured types of these devices running on the Android operating system can also perform computer-level tasks.

The introduction of computer-based technologies involved in the adoption and processing of information and the creation of new information has been the subject of the emergence of new information technologies. Now it is impossible to imagine a modern specialist without his computer literacy, because modern production and other processes require him to use new information technologies at this or that level.

Multimedia technology (multi – multi, media environment) allows you to use several ways of presenting information at the same time: text, graphics, animation, video and sound.

The most important feature of multimedia technology is its ability to influence the user in the performance of the interphysical – information environment. In recent years, many multimedia software products have been created and are being created: encyclopedias, instructional programs, computer presentations, etc.

On the basis of Multimedia tools, it is possible to save up to 30% of the time in obtaining knowledge, while the acquired knowledge is stored in memory for a long time. If students receive

materials on the basis of vision (video), the storage of information in memory will increase by 25-30%. In addition, when teaching materials are given in the form of audio, video, and graphics in the form of incarnations, the use of materials in memory increases by 75%. To this we have once again made sure dressing in the process of learning foreign languages based on multimedia tools.

Teaching students on the basis of Multimedia tools has the following advantages:

a) the deeper the materials given, and the more perfect there is an opportunity to master;

b) the enthusiasm for close communication with new areas of Education will increase even more:

c) as a result of the reduction in educational time, achieve the opportunity to save time;

d) the acquired knowledge is retained in the memory of the person for a certain period of time and is able to apply it in practice when necessary.

Unlike other forms of data presentation, a multimedia presentation includes several tens of thousands of pages of text, thousands of images and images, audio and video recordings that last for several hours, animation, and three-dimensional graphics, although the cost of reproduction is low and the duration of storage is low.

One of the most effective ways to achieve the goal of the lesson in the use of multimedia:

Direction of education: students' acceptance of instructional materials, understanding of relationships and relationships in learning facilities.

Developing direction: the ability to develop students 'cognitive interest, generalize, analyze, compare, activate students' creative activities.

Educational aspect: to educate the scientific world, to organize independent and group work accurately, to educate the sense of partnership, to provide mutual assistance.

Multimedia technologies can be used in:

1. Describe a new topic. The subject of the lesson is presented in slides, in which the main points of the analyzed question are summarized.

2. They accompanied the teacher's explanation of the information. You can use specially created multimedia reports for special lessons, which include short text, basic formulas, schemes, drawings, videofragments. In the process of explaining a new topic, it uses multimedia presentations.

3. Information-as a training guide

The training focuses on the new knowledge izlash, understanding and processing activities of the child today. In this case, the teacher is the organizer of the educational process, the head of the independent activities of the students, providing them with the necessary support and assistance.

4. To control knowledge

The use of Computer Test increases the effectiveness of the learning process, faulting the cognitive activities of schoolchildren. Test questions can be issued on cards, filled in special blanks or written on a notebook.

The practical side of Multimedia tools provides the ground for the implementation of such an important task as the use of them in the educational process and the creation of a database and animated presentations for the educational process in the future.

Multimedia is a rapidly developing modern information technology. Its distinctive features integrate different types of Information, traditional (text, tables, decorations, etc.), original (speech, music, excerpts from video, TV series, animation, etc.) in one software product.

Teaching and retraining of personnel on the basis of Multimedia tools is one of the current issues. This method of teaching in developed countries is currently being implemented in the areas of Education. Even every family has become disillusioned, entertained without multimedia means.

Extensive use of modern computer technology in the process of teaching and retraining of students, the perfection of future mature and highly qualified specialists. On the basis of distance style, the teaching of students is one of the most developing areas of the present day and is a system of teaching students with the teacher at a certain distance.

The fact that the teacher and the student are located in a particular classroom requires that the teacher organize the teaching work on the basis of tools such as computers, sputnik communication, cable television in the course of the lesson.

The rapid development of modern computer technologies, especially the development of channels of information acquisition, is making specific historical changes to the telecommunications industry. Combining all the educational institutions and companies involved in business in our country on the basis of distance learning style will bring the learning process and commercial work to a higher level.

To create a multimedia product suitable for the purpose of science taught by the teacher and the scope of the issues to be seen. To do this, it is necessary for science teachers to improve their skills in multimedia technology in various courses, as well as to study in detail the capabilities of computers, to know the tools for displaying additional images and the capabilities of the interactive whiteboard

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