

ACTIVE TECHNOLOGIES IN THE METHODOLOGICAL WORK OF A YOUNG TEACHER AS A MEANS OF DEVELOPING PROFESSIONAL COMPETENCE

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Abstract: This article includes information about active technologies in the methodical work of a young teacher as a means of developing professional competence.

Key words: active technologies, professional development, educational games, online learning platforms.

Education is constantly evolving with new ideas and technologies being implemented to enhance the learning process. The role of a teacher is crucial in shaping the minds of the future generation. A young teacher is someone who is new to the profession and still learning the ropes. As a young teacher, it is important to stay up-to-date with the latest trends and technologies in the field of education. In this thesis, we will discuss how active technologies can be used in the methodological work of a young teacher to develop their professional competence.

Active technologies have revolutionized the way we teach and learn, and their impact on the field of education cannot be overstated. As a young teacher, it is crucial to stay up-to-date with the latest trends and technologies in education to develop your professional competence. In this article, we will discuss how active technologies can be used in the methodological work of a young teacher to enhance their professional development.

Active technologies are tools or applications that require active engagement from the user to produce results. Examples of active technologies include interactive whiteboards, educational games, and online learning platforms. These technologies are designed to enhance the learning experience for students and make teaching more efficient for teachers.

Professional development is a crucial aspect of a young teacher's career. It involves learning new skills, knowledge, and techniques that can be applied in the

classroom. Professional development helps teachers stay up-to-date with the latest trends in education and helps them improve their teaching methods. Active technologies can be used as a means of professional development for young teachers.

One way active technologies can be incorporated into the methodological work of a young teacher is through lesson planning. Interactive whiteboards can be used to create engaging and interactive lessons that capture the attention of students. For example, a teacher can create a lesson on history and use an interactive whiteboard to display a map of the world. Students can then use the whiteboard to identify different countries and learn about their history and culture. This type of interactive learning experience can help students retain information and stay engaged in the classroom.

Educational games are another way active technologies can be used in the classroom. Games can be used to test the knowledge of students in a fun and interactive way. For example, a teacher can create a game that tests students' knowledge of math concepts such as addition and subtraction. This type of assessment is more engaging for students and can help them retain information better than traditional assessments.

Online learning platforms are also valuable tools for young teachers. These platforms can be used to provide students with additional resources and materials to enhance their learning. For example, a teacher can create a virtual classroom where students can access videos, articles, and other resources related to the topic they are studying. Online learning platforms can also be used to provide students with feedback on their work, which can help them improve their skills and knowledge.

The benefits of using active technologies in the methodological work of a young teacher are numerous. These technologies can help make teaching more efficient by eliminating the need for traditional teaching aids such as chalkboards and overhead projectors. They can also make learning more engaging for

students, which can help them retain information better. Furthermore, active technologies can be used as a means of professional development for young teachers, helping them stay up-to-date with the latest trends in education and improving their teaching methods.

However, there are also challenges and limitations to using active technologies. One challenge is the cost of implementing these technologies. Interactive whiteboards and educational games can be expensive, and not all schools have the resources to purchase them. Another challenge is the need for proper training. Teachers need to be trained on how to use these technologies effectively in the classroom. Without proper training, these technologies may not be used to their full potential.

Chapter 1: Understanding Active Technologies

Active technologies are defined as tools or applications that require active engagement from the user to produce results. These technologies can be used in various aspects of education such as classroom teaching, assessment, and communication. Examples of active technologies include interactive whiteboards, educational games, and online learning platforms. These technologies are designed to enhance the learning experience for students and make teaching more efficient for teachers.

Chapter 2: Importance of Professional Development

Professional development is crucial for the growth and success of a young teacher. It involves learning new skills, knowledge, and techniques that can be applied in the classroom. Professional development helps teachers stay up-to-date with the latest trends in education and helps them improve their teaching methods. Active technologies can be used as a means of professional development for young teachers.

Chapter 3: Using Active Technologies in Methodological Work

Active technologies can be used in various ways in the methodological work of a young teacher. One way is to incorporate them into lesson plans. For example, an interactive whiteboard can be used to create engaging and interactive lessons that capture the attention of students. Another way is to use educational games as a means of assessment. Games can be used to test the knowledge of students in a fun and interactive way. Online learning platforms can also be used to provide students with additional resources and materials to enhance their learning.

Chapter 4: Benefits of Using Active Technologies

There are many benefits to using active technologies in the methodological work of a young teacher. One benefit is that they can help make teaching more efficient. For example, an interactive whiteboard can be used to display lesson plans, videos, and other materials, eliminating the need for traditional teaching aids such as chalkboards and overhead projectors. Another benefit is that they can make learning more engaging for students. Educational games and online learning platforms can help students retain information in a fun and interactive way.

Chapter 5: Challenges and Limitations of Active Technologies

While there are many benefits to using active technologies, there are also challenges and limitations. One challenge is the cost of implementing these technologies. Interactive whiteboards and educational games can be expensive, and not all schools have the resources to purchase them. Another challenge is the need for proper training. Teachers need to be trained on how to use these technologies effectively in the classroom. Without proper training, these technologies may not be used to their full potential.

Conclusion

In conclusion, active technologies can be used as a means of professional development for young teachers. These technologies can be used in various ways in the methodological work of a young teacher, such as incorporating them into lesson plans and using them as a means of assessment. The benefits of using

active technologies include making teaching more efficient and making learning more engaging for students. However, there are also challenges and limitations to using these technologies, such as the cost of implementation and the need for proper training. Overall, active technologies are a valuable tool for young teachers to enhance their professional competence and improve the learning experience for their students.

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