
**THE RESEARCH METHOD OF TEACHING IN THE CLASSROOM IN
FINE ARTS BY MEANS OF CREATIVE AND SEARCH ACTIVITIES**

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Abstract:

Search activity in today's rapidly changing world is characteristic of the modern personality. The development of the child's skills and methods of research is an urgent task of modern education. The level of novelty of these skills largely determines the lifestyle of a modern person.

Keywords: research, method, fine arts

To accustom children to independent work, the research method of teaching will help.

The main goal of research education in the classroom of fine arts is to develop the ability of students to independently, creatively master new knowledge about the world around them, about objects of art and culture.

It can be only separate elements of research and a more developed and complex form of problem-based learning.

Research activities in the classes of fine arts:

- develops cognitive activity;
- forms the ability to think and draw independent conclusions;
- forms the ability to independently, creatively master new ways of activity in any sphere of human culture;
- contributes to the formation of problem-solving competence, communicative and informational competences;
- develops the creative talents of students.

(S.Yu. Prokhorova, 2008)

Research activity has directions:

- directly, research (relevance of research, argumentation of scientific novelty, hypotheses, identification of ways to solve problems and conclusions)
- creative (theatrical performance, search work, booklet, art album, handicraft, etc.);
- informational (collection of information from the media, questioning, public publications).

In the classroom of fine arts with students, in my opinion, it makes sense to choose a work of a creative orientation. In the practice of my work, this is the creative and search activity of students.

The purpose of creative and search activity is the formation of the child's ability to independently find, master, creatively apply and change new knowledge in the field of creative activity. (N.I. Dolgushina, 2006)

In the technology of creative search activity, it is necessary to correctly formulate, individually select or push the student to choose the topic of search work. After all, the goal of any creative research is the development of imaginative thinking, the ability to see the topic wider, deeper, i.e. to develop the interest of students, encourage them to search for information, to design work. At the same time, the help of the teacher in this type of activity should be such that students believe that they have independently achieved a creative goal. You can start with a collective search work, where after determining the topic, everyone finds for himself what is interesting to him, someone selects informational material, another draws up, draws, and others prepare to present the work. At the same time, the role of the teacher is to advise: to teach consistency, consistency, aesthetics of design and correct the literacy and clarity of the presentation of the material.

Search work can be a long-term (six months, a year) project in which the teacher writes down the tasks of phased implementation for each lesson, of medium duration (one to two months), short-term (from one lesson to several weeks). However, it can be individual, group or collective.

Search work requires mandatory submission. In the practice of my work, this happens in the form of competitions aimed at developing the creative and personal potential of children: within the children's association, the contests "The Best Search Job", which present the theoretical and artistic achievements of students (on the topics of the educational program: "My city - Nizhny Tagil" , "My Family", "World of Plants", "World of Animals", "Transport of the Future", "Images of Nature", "New Year", "Cosmos", etc.); participation in city and all-Russian competitions, where the search work itself (its theoretical part) can be one of the stages of preparation for the competition, and the result of the developments obtained during the search is submitted to the competition in the form of an artwork.

The annual competitions that clearly demonstrate the work on creative and search activities are the city competition on the basis of MAU DO Gory SUN within the framework of the NGO "Herringbone" - "New Year's Tale", the regional competition "Young Nature Researchers" - "Landscape Design Competition", a

competition of compositions from natural material, "UNEKO" - compositions from natural material and solid waste, the drawing competition "Amazing is near", etc. The theme of these competitions helps to expand the scope of real logical thinking, providing an opportunity to perform creative fantasy work, while based on previously done search works.

Research motivation begins to form even in preschool childhood, and if conditions for its development are not created, then by the end of elementary school, interest in learning falls, and the best way to maintain and develop this interest is to captivate the child with creativity.

Creative-search activity increases the interest of students in cognition - in independent cognition, and in this case the friend-computer beloved by the children and the friend-book act as a guide. And this is an effective way of knowing the world around us, the world of art and culture through the first research.

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