ORGANIZATION OF PRACTICAL TRAINING USING ELECTRONIC EDUCATIONAL RESOURCES

Gadaymuratov Shuhrat Mamayusupovich
Teacher of Termiz State Pedagogical Institute

Abstract:
This article is devoted to the development of methodological systems, taking into account the requirements for electronic educational resources for future technology teachers in the organization of practical training using electronic educational resources.

Keywords: Electronic, education, technology, teacher, program, information, communication, wood, competence, virtual laboratory, methodology, profession, education, knowledge, ability, multimedia.

Education on the basis of modern information and communication technologies, which are entering the educational process of technology science in our country, has opened the way for the creation of electronic educational resources.

Electronic educational resources currently being created include: electronic textbook; electronic educational-methodical complex; electronic literature; educational film; virtual laboratory; multimedia resource.

"The electronic textbook is created by a creative team consisting of a programmer, stylist and author of the textbook, based on the current DTS, curriculum and programs, and the approved (approved) textbook."

Unlike traditional textbooks, electronic textbooks include not only text, but also pictures, drawings, graphs, formulas, multimedia, animations, videos, control questions and tasks, games, tests, and puzzles. The electronic textbook has a certain structure, which includes functions such as searching for the necessary information, quick opening, repetition.

Electronic textbooks can be used directly in the educational process and for independent education outside of class.

The electronic textbook is intended for the application of the educational method based on computer technology, independent study, and effective assimilation of science-related resources and scientific information.

Depending on the educational goals, there may be the following types of electronic textbooks: electronic textbooks for a specific subject; e-textbook designed for teaching individual subjects in a computer classroom, e-textbook designed for learning individual sections (modules) of a subject during open study of educational material; an electronic textbook intended for a specific subject with educational material, electronic simulators, virtual stands, multimedia; electronic automated systems aimed at developing creative abilities" .

"Electronic textbooks created from general professional and specialized subjects provide the following positive results in the educational process:

facilitates understanding by conveying the studied material through an inductive approach, affecting auditory and emotional memories, compared to traditional educational literature;

adapted to the needs, level of training, and intellectual capabilities of learners;

draws attention to the essence of the subject, frees from complex calculations and substitutions, making it possible to look at a large number of information and tasks and solve more practical problems;

creates ample opportunities for self-examination at all stages of learning;

allows you to make beautiful, clear formalities of the work and hand it to the teacher in a file or printed on paper;

an experienced teacher performs the task of providing unlimited explanations, countless repetitions, reminders.

The electronic textbook provides the following convenient opportunities for practical training in specialized classrooms:

frees up the time needed to perform a large number of tasks using computer support, analyze solutions and their graphical interpretation;

it makes it possible for the teacher to participate as a leader and consultant and conduct training in the form of independent work in front of the computer;

allows the teacher to quickly and effectively control the knowledge of students with the help of a computer;

to the teacher in theoretical and practical training, at his will, to deliver materials that are small in size, but extremely important in content, that can be studied by students outside the scope of classroom training an opportunity is created for them to deal independently in solving the issues;

frees the teacher from hard work such as checking homework, various calculations and control work;

allows to individualize work with students, especially regarding homework and control work.

Electronic literature is a resource with the ability to collect, update, store, interactively present knowledge and control information with the help of modern technologies.

Mainly, in the field of specialized subjects, the content of which changes frequently as science and technology develop in continuing education. creating low-copy electronic resources has a good effect in education.

"Electronic educational literature is aimed at expanding the imagination of students, developing their initial knowledge and providing additional information. Education reform requires the creation of such electronic learning materials that their availability requires the provision of a computer environment that is the same for learners and teachers, in the educational institution and at home.

An educational film is a short film showing the production process, natural phenomena, historical-political and even economic reality, a scene related to literature, and so on.

A virtual laboratory is designed to carry out laboratory work in natural and exact sciences that exists in nature, but is impossible to demonstrate in practice or poses a risk.

Multimedia (eng. multi - "many, wide", media "environment") resources are resources on a specific topic, which includes sound, graphics, animations.

The electronic educational-methodical complex can include electronic textbooks, electronic literature, educational films, virtual laboratories, multimedia and animation resources, picture guides and special evaluation programs, additional programs.

Educational-normative and educational-planning documents form the basis of the electronic educational-methodical complex of any education. "Because educational-normative and educational-planning documents determine the requirements for the content of education and the quality of its acquisition, the content of the educational process, the method, form and tools of education, and the evaluation system .

Educational and regulatory documents include State requirements, curriculum and programs. Educational planning documents determine the structure and technology of the teaching process.

The organizational and methodological principles of creating an electronic educational and methodological complex are as follows:

1. Expressing the purpose of studying the subject in the curriculum.
2. Full compliance with the requirements of the educational materials regarding the correct and clear expression of terms and conventional symbols (it is necessary to implement the standard units that reveal the content of the subjects of the previous years or later).
3. The use of hypertexts, together with the fact that electronic educational resources allow students to find the right way through the application and find answers to simple requirements (the content of conditional symbols used in the text in the introduction of educational resources it is necessary to show and provide various supporting tips).
4. Replacement of the student's activity with independent activity, the teacher's supervision with self-supervision (in this respect, it should have recommendations on the implementation based on convenient methods, effective criteria and advice).
5. The fact that there is enough information on academic subjects, this means that the student does not have to search for additional information and saves time.
6. The presence of mandatory parts such as tasks for control, glossary, self-tests for independent determination of knowledge and pedagogy based on practice and tasks based on problem situations.

The electronic educational methodical complex can be used in the following two options: online and offline.

Since carpentry is a direct result of practical activity, the professional competence of a future carpenter is developed more in practical training in general and specialized disciplines. As a result of the effective use of electronic educational resources in practical training, the student has the opportunity to master the educational content deeper and better through audiovisual and perception, creates a full opportunity for the student to learn independently, and has the opportunity to demonstrate in practice There is an opportunity to see situations that are not there. The electronic educational resource has a certain structure, which includes functions such as searching for the necessary information, quick opening, repetition, and the production process of carpentry products can be monitored.

Unlike a traditional textbook, an electronic educational resource contains not only text, but also pictures, slides, drawings, graphics, formulas, multimedia, animation, video, electronic library, control questions and tasks, games, tests, puzzles. , includes automatic evaluation system;

In short, as a result of the efficient use of electronic educational resources in the future technological science education, the student will have the opportunity to master the educational material deeper and better through the audiovisual method (seeing, hearing) and thinking. The student's independent creates a full opportunity for education, as a result, there will be an opportunity to see situations that are not possible to show in practice. The organization of practical training using electronic educational resources has a certain structure, which includes functions such as searching for the necessary information, quick opening, repetition.

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