

SMART EDUCATION TECHNOLOGIES

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These technological updates make the educational system more interactive and easier. The education system has been a noticeable increase in educational standards, advancement and innovations in recent years. Schools and other institutions have begun to adopt modern teaching methods through interactive intelligent boards, projectors and smart notebooks. Students prefer to use tablets phones and other devices to share and transfer study material that saves their name and efforts. On the other hand this smart technologies helps teachers to turn boring lectures into an engaging session. It is not just sharing information but also creating a better online presentation by avoiding the need to write manually.

As we know there are many type of approaches to teaching, but the most effective way is steam approaches and smart education technologies. Steam approaches is an approach to learning that uses Science, Technology, engineering, the Arts and Mathematics, as access points for guiding student inquiry, dialogue, and critical thinking. Using steam education results in students who the thoughtful risks, engage in experiential learning, persist in problem solving, embrace collaboration, and work through the creative process. There are the innovators, educators, leaders, and learners of the 21st century. This comprehensive article will help you understand the keys to a meaningful steam effort.

Steam approaches learning programmes to equip students with the skills and knowledge needed to thrive in the 21st century.

Steam approaches learning will not only produce tomorrow's designers and engineers; it will develop innovative mindsets and the ability problem-solve, ensuring that students become creators of technology, not just passive consumers.

Students who participate in steam learning:

- think out of the theme
- feel safe to express innovative and creative ideas
- feel comfortable doing hands-on learning
- take ownership over their learning
- work collaboratively with others
- understand the ways that science, math, the arts, and technology work together
- become increasingly curious about the world around them and feel empowered to change it for the better.

Smart educational technology is the considered implementation of appropriate tools, techniques or processes that facilitate the application of sense, memory, and cognition to enhance teaching practices and improve learning outcomes.

Smart education technology allows students to make presentations online and get feedback from their teachers in less time despite students had to make long written notes. Smart education technology follows a dynamic information sharing approach and there is no need of paper, pen, pencil and printouts, thus stepping into 'Go Green Concept'. This is one of the major benefits of smart classroom technology to keep nature clean and green.

There are five components of smart educational technology.

- considered implementation
- appropriate tools, techniques or processes
- facilitate the application of sense, memory, and cognition
- enhance teaching practices
- improve learning outcomes

In my conclusion steam approaches and smart education technologies make the teaching and learning more effective easy and interesting. They save the time and avoid boringness. By using smart classroom technology and interactive whiteboards, information can be illustrated with the help of photos, maps, graphs, flowcharts, and animated videos. This makes learning more attractive, interesting and to understand. It encourages the ability of students to learn and memorize the topic for prolonged period of time. By these technologies increase productivity, students understand things more easily in minimal time. This motivates students and teachers accomplish pretty good results leading to improved productivity. And the most important thing is time saving technology. By the way a lot of time teachers and students that can be used for another interactive activity. Because teachers not need to tell students to make rough notes, as presentations can be shared directly with everyone.

The list of used literatures

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