# INNOVATIONS IN SCIENCE AND EDUCATION SYSTEM

### DEHLI, INDIA - MARCH 7

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#### TA'LIM MUASSASALARIDA CHIZMACHILIK DARSINI ILG'OR TAJRIBALARNI ASOSIDA OMMALASHTIRISH

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Annotatsiya: Maqolada kasb-hunar maktablarida chizmachilik fani orqali oʻquvchilarda tikuvchilik kasbini oʻrgatishning innovatsion yoʻllari va usullari tahlil qilib berildi. Shuningdek, chizmachilik darsini ta'lim muassasalarida ommalashtirishda xorij tajribasi tahlili bayon qilingan.

Kalit soʻzlar: Ilmiy texnika, tasviriy san'at, chizmachilik.

**Annotation:** The article analyzes innovative ways and methods of teaching tailoring to students through drawing in vocational schools. An analysis of foreign experience in popularizing drawing lessons in educational institutions is also described.

Key words: Scientific technology, fine arts, drawing.

The development of the human personality is formed during a very complex and continuous process. Therefore, the process of education is very complex and responsible. One of the priority directions of Uzbekistan's state policy is to educate young people who think independently, who are worthy of society, who have an active citizenship position, and who are competitive in their field, based on our national values and ideals.

The basis of the requirements of scientific and technical development is drawing. Use of new modern methods in art and drawing classes, popularization of advanced work practices is the demand of the times. On this basis, they help prepare students for work and creative activities, develop their spatial imagination. The task is to teach students to analyze the shape and construction of real objects, to imagine their image based on the drawing, and to read the drawing.

The modern situation of educating students is to search for new ways to improve their theoretical preparation, prepare for creative work, and the main thing is to search for tools and methods, including tools and methods within the limits of primary school.

In the following years, the game form of education will be the most promising and successful innovation.

In the didactic environment, the feelings of striving for the goal, activity, speed and productivity of thinking, stability, speed of memory, improvement and confidence in one's own strength and will are formed.

Accordingly, the game is considered one of the main activities in the education and upbringing of young children. In the drawing classes organized with the help of game technology, it is intended to familiarize with the environment, develop their observation, attention, memory for drawing, that is, to strengthen their mental activity.

- 1. Task of the game.
- 2. Action of the game;
- 3. Rules of the game;
- 4. The end of the game;

1. In each game, a task aimed at a certain didactic goal is set. This task is intended to provide knowledge and information to children. Each game requires children to perform a certain task. In order to perform this task, the child activates his thinking ability, tries to remember the knowledge and concepts he has acquired before.

Each game has a certain ending result. Achieving a certain expected result in the game is done by following the rules of the game and completing the task. The game ended in such a way that

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the children get spiritual nourishment from the game, it gives them a certain level of knowledge, and they are taught a new skill. Pupils feel happy after each interesting game, their needs are satisfied. At the end of the game, the students who performed the tasks and rules of the game well and in an exemplary manner during the game are encouraged, and their activities are recorded separately.

Based on taking into account the personal qualities of students, in order to achieve the goals of positive development and development of these qualities, it is necessary to give students independent tasks in the lesson, organize their independent conclusions, learn from each other, and pay special attention to creating a comfortable environment for their studies. Ensuring the integrity of education and upbringing.

Taking into account, positiveizing and developing personal qualities of students.

Taking into account the age characteristics of students in the educational process, knowing their personal qualities, individually approaching the analysis is based on the rules and requirements of current youth psychology and pedagogy. One of the main issues is to take into account the fact that students differ from each other in terms of their preparation, interests and mastery of subjects. In accordance with this, taking into account the differences of teachers from each other in terms of teaching methods and planning of the educational process, each teacher has individual approaches to achieving pedagogical technological results, i.e. students' mastery at the intended level, for a certain period of time.

Based on taking into account the personal qualities of students, in order to achieve the goals of positive and development of these qualities, it is necessary to give students independent tasks in the lesson, to organize their independent conclusions and learning from each other, and to pay special attention to creating a comfortable environment for their studies. ensuring the integrity of education.

Here are some non-traditional forms of lessons in which education focused on the personality of the student is carried out:

A diving lesson consists of active learning of the subject by being in the most favorable environment for acquiring certain knowledge or creating such an environment.

Competition lesson - exercises to strengthen knowledge by organizing mutual competition of students.

A consultation lesson is an exercise in mastering the lesson by organizing mutual consultations between students and the teacher during the lesson.

A creative lesson is a lesson of organizing students' independent creativity.

A test lesson is a lesson in which students' mastery is tested in various ways.

A questioning lesson is a lesson in explaining a new topic by having an interesting discussion and analysis about the rules of the lesson topic, what could happen if the conclusions are found to be wrong.

The lesson of creative reports is a presentation of the knowledge and conclusions of students independently learned on some topics.

A generalization lesson is a lesson for summarizing the knowledge gained on previously studied topics.

A science fiction lesson is a lesson to expand students' independent thinking by conducting an exercise of creative imagination and conjectures based on the knowledge they have learned.

The lesson of searching for the truth is a lesson of determining the truth and ensuring mastery of the topic by organizing independent opinions of students on some issues related to the subject of the lesson.

"Paradoxes" lesson - in order to increase the activity and interest of students, the lesson is to explain the topic being studied in connection with various "paradoxes" and to determine the correct conclusions based on the relevant analysis.

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A seminar lesson is a lesson to ensure that all students in the class master the lesson and consolidate their knowledge by listening to information about the results of the tasks given to the students in advance on questions related to the topic of the new lesson.

Excursion lesson - in these lessons, by taking and introducing students to various objects: museum, shrine, enterprise, workshop, natural objects, scientific institution, college, lyceum, etc. is mounted. It is also possible to organize video excursions to very distant and hard-to-reach objects, in cases where there are films, various visual and other materials about them, by showing and explaining them to students.

Preparation of textbooks in the Russian Federation is in an alternative (alternative) form, and the school administration independently chooses the textbook to be taught, taking into account the interests of students, the direction of socio-economic development of the region. That is why some of the drawing textbooks have been prepared with a special emphasis on areas such as mechanical engineering, applied art, humanitarian direction. We reviewed about 10 types of similar tutorials on the Internet. Textbooks prepared by authors such as A. Pavlova, Ya. Roytman, G. Preobrajenskaya, V. Stepakova, G. Khakimov are designed to guide students to a certain field or profession.

We will consider some of the drawing textbooks used in the schools of the Russian Federation. Despite the fact that many alternative textbooks are currently being used in the Russian Federation for the course of drawing, A.D. Botvinnikov's Drawing textbook is widely used. This textbook has become the basis for the science of drawing in general education schools in the CIS countries, and has become a classic. It has been more than 30 years since the textbook was used in schools. This textbook corresponds to the current program approved by the Ministry of Education and Science of the Russian Federation and is the main training manual for drawing. In addition to theoretical information, the textbook includes questions and assignments, graphic and practical work to reinforce and repeat the learned material. The illustrations in the book are aimed at helping the readers to understand the subject easily and are of a sufficiently high quality. In this textbook, it is assumed that the students will be able to read the drawings given by the teacher after mastering the topics.

