## OPPORTUNITIES FOR CONDUCTING INTERACTIVE TRAINING IN PRESCHOOL EDUCATIONAL ORGANIZATIONS

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**Abstract:** The article reflects the priority tasks of organizing interactive classes in preschool educational organizations in a high-quality and pedagogically rich manner in harmony with new innovations, and analyzes new pedagogical technologies.

**Keywords:** Interactive class, interactive method, information and communication technology, SMART, interactive board.

In recent years, the importance of the professional development system in updating the content, form, means and methods of education, searching for innovations in preschool education, and introducing them into the educational process and the pedagogical activities of educators is of great importance. In particular, the implementation of advanced pedagogical technologies in the pedagogical process, the introduction of innovations, the use of modern methods, and the equipping of teachers and educators with skills and qualifications are being implemented within the framework of the tasks set for the professional development system. There is an important issue that needs to be implemented in the direction of pedagogy, which is to ensure that educators organize the pedagogical process in a targeted, systematic and methodologically correct manner based on modern methods, with the ability to predict results. It is worth recognizing that interactive methods are currently a priority in educational reforms and their role in solving pedagogical problems is one of the important factors ensuring the effectiveness of education. An important aspect of the theory of pedagogical technology is the effective use of interactive methods in the educational process in order to increase learning activity, taking into account the individual capabilities of each teacher, as well as the specific characteristics of learners of different ages.

The introduction of modern information and communication technologies into the educational process is one of the main directions of modernization of the preschool education system. The possibilities of using interactive technologies in the educational process are endless. Today, modern interactive technical means of teaching, such as electronic interactive whiteboards, interactive projectors, interactive panels and interactive devices that replace them, are rapidly entering the education system.

Another achievement of modern computer technologies is the ability to freely use the Internet system, and secondly, the ability to connect video conferences with information on ordinary marker boards with interactive boards. Interactive boards produced based on SMART technology provide the following conveniences to users. This means that it can display high-resolution images with a double-layered grid on a large screen, revealing all the possibilities of the image being displayed.

An interactive panel is an interactive tool that combines a liquid crystal panel and an information input device, designed to control the entire process as quickly as possible. In this case, you can control the cursor directly with your fingers and perform any actions with files or the operating system. Their principle of operation is based on optical-sensor technology. Special sensors and cameras of the interactive panel determine the coordinates of the point of impact of a finger or other object brought to the screen surface and coordinate the cursor movement accordingly.

In preschool educational organizations, the following interactive methods can be used: "Brainstorming", "Role playing", "Work in small groups", "Discussion", "Walk to the gallery", "Cluster", "Boomerang", "Energizers". It is advisable for the educator to use the brainstorming method at the beginning and end of the lesson to determine the children's understanding of the topic and consolidate their knowledge. "Work in small groups" is based on the interaction and exchange of ideas between children. In this, a given topic is developed based on group analysis and verification. In "role-playing games", children are given a problematic situation. Using this method, children recreate real-life situations. In the discussion method, children are given a topic the day before. Children come to the school with their parents and find answers to the questions, and the answers to the given questions are given on the basis of "discussion".

The possibilities of using interactive technical means in the educational process are very wide, they can be effectively used in studying a new topic, consolidating and checking the knowledge of the audience, at meetings and other events.

With their help, lectures, presentations and other processes at events are presented very vividly. Due to the increased internal motivation for learning, the educational process becomes interesting and creative. The time allocated for education is used to the maximum.

An interactive whiteboard is a modern technical means of education that works in conjunction with a computer and a projector. In addition to the interactive whiteboard itself, the interactive whiteboard includes a special electronic pen (stylus), software tools (interactive whiteboard driver and special graphics editor), and a USB cable.

After the appropriate settings have been made and the interactive whiteboard is in working condition, you can work interactively with the images projected onto the surface of the interactive whiteboard using a projector. That is, using an electronic pen, you can control the computer's graphical interface, create various objects, open previously created objects, make appropriate changes to them, etc. All changes made and new objects created can be saved to the computer's memory for further processing or copied to external media. The interactive whiteboard can be controlled using a special electronic pen, as well as with your fingers, depending on the technology used to develop the interactive whiteboard. In this case, a special electronic pen or fingers act like a computer mouse.

In the educational process, the interactive whiteboard can be used in two modes: in the first mode, the electronic pen acts only as a computer mouse, and in the second mode, it acts as all the equipment of the special software (for example, a regular pen, marker, brush, eraser, scissors, magnifying glass, etc.).

Information about the position and movements of the electronic pen on the surface of the board is transmitted from the electronic whiteboard to the computer via a USB cable, and this information is processed and actions are performed corresponding to the movements of the electronic pen.

Interactive devices include the device itself, that is, a device that receives the signal from a special electronic pen, an electronic pen that sends infrared or ultrasonic signals to this receiving device, a USB cable or wireless receiver device that provides communication between the interactive device and the computer, and software tools. They operate on the basis of infrared or ultrasonic technologies.

Educator pedagogue uses wide possibilities of interactive board. In particular:

- the ability to control the computer standing in front of the blackboard: working with Microsoft Office programs, showing the lesson process with pre-prepared presentations, video fragments, images, drawings;

- draw, paint, paint, write, install a ready-made object, enlarge, reduce, move objects on the image on the screen or on a new sheet (slide) using the equipment of the interactive device software , options for specifying a certain part;

- save the work done on the board in the form of a file in the computer memory or record all the processes carried out on the board in video file format;

- create your own interactive lesson plans, using existing templates and images in the software library of the interactive device;

- enrichment of the library of images included in the software of the interactive device with new materials prepared by him and other possibilities.

An interactive projector is a projector that incorporates the capabilities of an interactive whiteboard. For such projectors, it is not necessary to buy a special board, the projection of images can be done on a simple board, on a marker board or on the wall of the room. Unlike a normal projector, interactive projectors not only receive appropriate signals from the computer and display images on the screen, but also determine the current state and actions of the electronic pen on the screen and send it to the computer and establish two-way communication with the computer. Based on the above issues, the following can be concluded:

Currently, every preschool child has the right to freely create and show his abilities. Whether it is traditional or non-traditional activities, based on advanced foreign and national pedagogical technologies, we need to create conditions for children to show their talents and abilities with emotion. In pre-school education organizations, it is necessary to use interactive methods that activate children in every way in preparing them for school. Because teaching with advanced pedagogical technologies and non-traditional methods is effective nowadays and improves the quality of education. In the course of the training, it was shown that educators in preschool education organizations should accurately determine the approximate time required for a given pedagogical situation, use interactive methods, and correctly determine the sequence based on the technological map. The organization of interactive

methods used by the teacher to meet the interests and needs of children is an important factor that increases the quality of preschool education.

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