PEDAGOGICAL INNOVATIVE TECHNOLOGIES IN HIGHER EDUCATION

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ABSTRACT
This article discusses the use of innovative pedagogical technologies used in the educational process. Recently, the issue of using innovative technologies in working with children has been raised more often in education. Today, the teacher faces new challenges and opens up new opportunities, taking into account their application.
KEY WORDS: *innovation, research activity, own activity, memory development, project activity, pedagogical practice, main goal, educational process, form of work.*

INTRODUCTION

In accordance with the modernization of Uzbek education, the main objectives of vocational education are: to prepare a qualified employee of the appropriate level and profile, competitive in the labor market, competent, responsible, fluent in their profession and oriented in related fields of activity, capable of effective work in the specialty at the level of world standards, ready for continuous professional growth, social and professional mobility. The goal of modernizing education is to create a mechanism for sustainable development of the education system. At different stages of its development, the company set new standards and requirements for the workforce. This necessitated the development of the education system. Education as a process and result can be effective and high-quality if there are clearly formulated concrete educational ideas, and they are accepted personally significant by all participants in the educational process.

The President's Message clearly stated that the future of our country is determined not by raw materials and natural resources, but by intellectual potential, the level of development of science and high technologies. To do this, education in Uzbekistan must go into a special innovative development mode, in which it is possible to preserve the best traditions of our national education and at the same time take into account global trends in the development of educational systems, and correlate our education with world norms and standards. The priority step on this path is the priority project "Education", which sets strategic goals for innovative development of education. One of the means of such development is innovative technologies, that is, they are fundamentally new ways and methods of interaction between teachers and students that ensure effective achievement of the results of pedagogical activity. A large number of talented scientists and teachers have been and continue to be engaged in the problem of innovative technologies. Scientific innovations that advance progress cover all areas of human knowledge. One type of social innovation is pedagogical innovation.

MATERIALS AND METHODS

Pedagogical innovation is an innovation in the field of pedagogy, a purposeful progressive change that brings stable elements (innovations) to the educational environment that improve the characteristics of both its individual components and the educational system as a whole. Pedagogical innovations can exist both at the expense of the educational system's own resources (intensive development path) and at the expense of attracting additional capacities (investments) – new funds, equipment, technologies, capital investments, etc. (extensive development path).

The main directions and objects of innovative transformations in pedagogy are:

- design of new models of the educational process;
- development of concepts of strategies for the development of education and educational institutions;
- updating the content of education, changing and developing new technologies for training and education;
- improving the training of teachers;
- ensuring psychological and environmental safety of students, developing health-saving technologies for training;
- ensuring the success of training and education, monitoring the educational process and development of students;
- developing textbooks and teaching of the new generation.

Progressive innovations arise on a scientific basis and contribute to the advancement of practice. In pedagogical science, a fundamentally new and important direction has emerged-the theory of innovations and innovative processes. Education reforms are a system of innovations aimed at radically transforming and improving the functioning, development and self-development of educational institutions and their management system. Innovative learning technologies include: interactive learning technologies and computer technologies the Main purpose of lectures on interactive learning technologies is to acquire knowledge by students with their direct and effective participation. Among the simulated problems can be scientific, social, professional, related to the specific content of the educational material. Setting the problem encourages students to actively think, to try to answer the question independently, causes interest in the material presented, activates the attention of students.

A discussion seminar involves a collective discussion of a problem in order to establish ways to solve it reliably. The discussion seminar is held in the form of dialogical communication of its participants. It involves high mental activity, inculcates the ability to conduct a debate, discuss a problem, defend your own views and beliefs, and Express your thoughts concisely and clearly. The functions of the actors in the discussion seminar may differ.

Educational discussion is one of the methods of problem learning. It is used when analyzing problem situations, when it is necessary to give a simple and unambiguous answer to a question, and alternative answers are assumed. In order to include all participants in the discussion, it is advisable to use the method of cooperative training (educational cooperation). This method is based on mutual learning when students work together in small groups. The basic idea of educational collaboration is simple: students combine their intellectual efforts and energy in order to complete a common task or achieve a common goal (for example, to find solutions to a problem).

Project-based learning technology helps to create pedagogical conditions for the student's creative abilities and personality qualities that are necessary for creative activity, regardless of the future specific profession. Computer-based learning technologies are the processes of collecting, processing, storing, and transmitting information to the learner via a computer.

The use of computer technologies in the system of professional education contributes to the implementation of many pedagogical tasks. Innovative learning technologies that reflect the essence of the future profession, form the professional qualities of a specialist, are a kind of training ground where students can work out professional skills in conditions close to real ones.

The use of modern educational technologies ensures the flexibility of the educational process, increases the cognitive interest of students, and increases their creative activity. Thanks to the introduction of modern learning technologies in the educational process, children with disabilities have a greater chance to acquire the necessary skills for further life and successful adaptation in society, and to increase the level of motivation for learning. In my teaching practice, I use the following innovative educational technologies:

- health-saving technologies;
- project activity technologies;
- educational;
- correctional;
- information and communication;
- research technologies;
- personality-oriented;
- game;
- technology of the teacher's portfolio. Now let's look at each technology separately. Health-saving technologies: their main goal is to develop a child's conscious attitude to health and human life, to accumulate knowledge about health and to develop the ability to protect, maintain and preserve it. Forms of work are: - gymnastics (morning, eye gymnastics, breathing gymnastics, finger and dynamic gymnastics);
- physical education classes;

EPRA International Journal of Research and Development (IJRD)

- sports holidays;
- physical culture minutes between classes, dynamic pauses;
- walks;
- relaxation. Project activity: its meaning is to create a problem activity that is carried out by the child together with the teacher. The knowledge that the child receives while working on the project becomes his personal property and is firmly fixed in the existing system of knowledge about the world around him. The main goal of the project method is the development of a free creative personality, which is determined by the tasks of development and research activities of children.

Projects differ:
- by the number of participants: individual, paired, group, frontal;
- by duration: short-term, medium-term, long-term;
- by priority method: creative, game, research, information;
- by subject: include the child's family, nature, society, cultural values, and more. Information and communication technologies have received their natural development in our "advanced" age. A situation where a child would not know what a computer is almost unreal. Children are drawn to acquiring computer skills. With the help of exciting programs to teach reading and mathematics, to develop memory and logic, children can be interested in "science". The computer has a number of significant advantages over the classical occupation. Animated images that flash on the screen attract the child and allow them to concentrate their attention. With the help of computer programs, it becomes possible to simulate various life situations. Depending on the child's abilities, the program can be tailored specifically for him, that is, to focus on his individual development.

RESULT AND DISCUSSION

Examples of forms of training using information and communication technologies: Lesson-visualization-presentation of the content is accompanied by a presentation (demonstration of educational materials presented in various sign systems, including illustrative, graphic, audio and video materials). Practical training in the form of a presentation-presentation of the results of project or research activities using specialized software tools. Tasks of teachers: to keep up with the times, to become a guide to the world of new technologies for the child, a mentor in choosing computer programs, to form the basis of information culture of his personality, to improve the professional level of teachers and the competence of parents. ICT in the work of a modern teacher is:
- selection of illustrative material;
- exchange of experience, familiarity with periodicals;
- registration of group documentation, reports;

- selection of materials for classes;
- familiarity with scenarios;
- creation of presentations Correctional technologies: their purpose is to remove the psycho-emotional stress of students. Types:
- technology of musical influence (music therapy);
- art therapy;
- fairy-tale therapy;
- color therapy. Cognitive research: the main goal is to create an experimental activity in which the child is an active participant. The child's direct participation in the experiment allows them to see the process and results firsthand. When organizing these technologies, students are offered a problem that can be solved by researching something or conducting experiments. Methods and methods of organization of this activity are:
- conversations;
- observations;
- modeling;
- fixing of results;
- Didactic yoke, game training and creatively developing situations;
- Labor orders, actions. Personality-oriented technologies - technologies that put the child's personality at the center of the educational system, providing it with comfortable, conflict-free, safe conditions for development. It provides for the development of individual educational programs that meet the needs and capabilities of each individual child.

The purpose of this technology is to create a democratic and humanistic partnership between the child and the educator, as well as to provide conditions for the development of the personality of the pupils. With a personality-oriented approach, the child's personality is put at the head of learning. Morning gathering as a way to organize free speech communication Goals and objectives of the morning gathering:
- develop skills (communication, planning your own activities, etc);
- learn to explain your emotional state in words;
- develop cultural communication skills (greetings, compliments, etc.);
- learn to formulate judgments, argue statements, defend your point of view;
- choose from personal experience the most significant, interesting events, tell them briefly, consistently and logically;
- learn to make choices, as well as plan your own activities. Game technology. Practice shows that the lesson with the use of game situations, contribute to the emergence of an active cognitive interest of students. These classes create a special atmosphere where there are elements of creativity and free choice. Developing the ability to work in a group: its victory depends on the personal efforts of each. At the same time, the games

have a lot of informative, educational functions. Among the game exercises, you can select those that help you identify the characteristic features of objects:

- that is, they teach you to compare;

- that help you generalize objects by certain characteristics;

- that teach the child to separate fiction from the real;

- that foster communication in a team, develop quickness of reaction, ingenuity, and more.

CONCLUSION

Communication with the computer causes students-first as a game, and then as an educational activity. In this case, the use of computer technology becomes particularly appropriate, since it provides information in an attractive form, which not only speeds up memory, but also makes it meaningful and long-term. The use of innovative pedagogical technologies contributes to:

- improving the quality of education;

- improving the skills of educators;

- the use of pedagogical experience and its systematization;

- the use of computer technologies by students;

- maintaining and strengthening the health of pupils;

- improving the quality of education and upbringing.

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