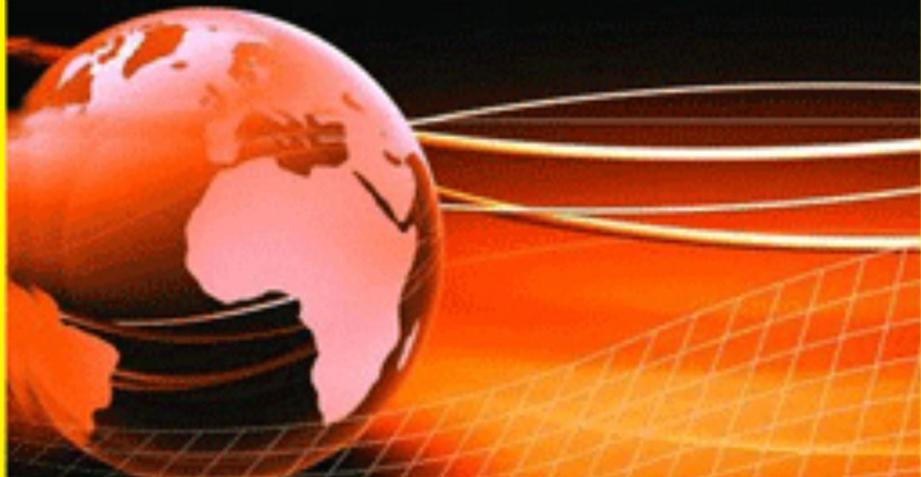


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### MODERN EDUCATIONAL TECHNOLOGIES IN PRESCHOOL INSTITUTION

**Melibaeva Shokhista Muhiddinova\***

\*Lecturer,  
Kokand State Pedagogical Institute,  
UZBEKISTAN

#### ABSTRACT

*The article shows the role of didactic games and integration with computer technology, the use of computer games in a preschool institution, integration in the development of logical thinking, sense of proportion, orientation in the environment, feelings of the motherland in the education of preschool children in educational and educational classes, the Presidential Decree on fundamental changes in preschool education.*

**KEYWORDS:** *Preschool Institution, Education, Computer, Technology, Game, Speech Development, Feeling, Pupils, Integration Of Subjects, Relevance, Modern Pedagogy*

#### INTRODUCTION

Ensuring the implementation of the Decree of the President of the Republic of Uzbekistan dated September 30, 2017 No PF-5198 "On measures to radically improve the management of preschool education" and the establishment of state and non-state networks of preschool education further expansion, creation of conditions for the formation of a healthy competitive environment between public and private preschools, the introduction of new forms of preschool education in the context of public-private partnership, as well as In order to ensure the effective organization of the Ministry of Preschool Education of the Republic of Uzbekistan, the Ministry of Preschool Education was established. The document says the number of public preschools in the country has shrunk by more than 45 percent over the past 20 years, while enrollment in preschools has risen by about 30 percent.[1]

In this regard, it is planned to retrain preschool teachers and teachers on the basis of modern technologies and methods and to create "appropriate conditions for the upbringing of children —In the next 4-5 years, all children of kindergarten age in Uzbekistan will be fully covered by preschool education, President ShavkatMirziyoyev said in his speech at the ceremony dedicated

to International Women's Day. —We have set a goal to fully cover all preschool children in our country in the next 4-5 years. This is our duty to our women, our children, if necessary, our sacred duty to the future, and we will definitely fulfill it, || the President said.

According to him, there are currently 7,104 preschools in the country. Over the past two years, 2,211 new kindergartens have been established, with an additional 243,000 children enrolled.

"In other words, the coverage of preschool children in our country has increased by 12% over the past year and a half to 38%," said ShavkatMirziyoyev. [1]

### **Main part**

The main task facing the preschool education of the Republic is to bring up and bring up healthy, talented children who are fully developed, loyal to their Motherland and people. One of the current requirements of modern pedagogy is the fact that our educators teach in the classroom on the basis of the integration and interdependence of disciplines.

Modern pedagogical technologies in preschool education are aimed at the implementation of state standards of preschool education.

Today we will talk about pedagogical technologies and their effective use in a preschool institution. First, let's recall what the term —technology|| itself means.

Technology is a set of techniques used in any business, skill, art (explanatory dictionary).

Pedagogical technology is a set of psychological and pedagogical attitudes that determine a special set and layout of forms, methods, methods, teaching methods, educational tools; it is the organizational and methodological toolkit of the pedagogical process (B.T. Likhachev).

Today, there are more than a hundred educational technologies.

Basic requirements (criteria) of pedagogical technology:

- Conceptual
- Systematic
- Manageability
- Efficiency
- Reproducibility

Conceptuality is the support of a certain scientific concept, including the philosophical, psychological, didactic and socio-pedagogical substantiation of the achievement of educational goals.

Consistency - technology must have all the features of a system:

- The logic of the process,
- The interconnection of its parts,
- Integrity.

Manageability - the possibility of diagnostic goal-setting, planning, designing the learning process, stage-by-stage diagnostics, varying means and methods in order to correct results.

Efficiency - modern pedagogical technologies that exist in specific conditions should be efficient in terms of results and cost-effective, to guarantee the achievement of a certain standard of training.

Educational technology structure The structure of educational technology consists of three parts: • The conceptual part is the scientific basis of technology, ie psychological and pedagogical ideas that are laid in its foundation. • The content part is the general, specific goals and content of the training material. • The procedural part - a set of forms and methods of educational activity of children, methods and forms of work of a teacher, activities of a teacher in

managing the process of mastering the material, diagnostics of the learning process.

1. Modern educational technologies include:

2. • health-saving technologies;
3. • technology project activities
4. • research technology
5. • information and communication technologies;
6. • personality-oriented technologies;
7. • technology portfolio preschooler and educator
8. • gaming technology
9. • technology "TRIZ" and others.

I would like to consider information and communication technologies. The world in which the modern child develops is fundamentally different from the world in which his parents grew up. This makes qualitatively new demands on preschool education as the first link in lifelong education: education using modern information technologies (computer, interactive whiteboard, tablet, etc.).

Informatization of society poses the following tasks for preschool teachers:

- keep up with the times,
- become for the child a guide to the world of new technologies,
- a mentor in choosing computer programs,
- form the basis of the information culture of his personality,
- increase the professional level of teachers and the competence of parents.

The solution to these problems is not possible without updating and revising all areas of the kindergarten in the context of informatization.

Requirements for computer programs DOE:

- Research character
- Ease for independent studies of children
- Development of a wide range of skills and perceptions
- Age compliance
- Entertaining.

Program Classification:

- Development of imagination, thinking, memory
- Speaking dictionaries of foreign languages
- Simple graphical editors
- Travel Games
- Learning to read, math
- Use of multimedia presentations

Advantages of the computer:

- presenting information on a computer screen in a playful way is of great interest to children;
- carries a figurative type of information that is understandable to preschoolers;
- Movements, sound, animation for a long time attracts the attention of a child;
- has an incentive for cognitive activity of children;
- provides an opportunity to individualize training;
- in the course of his activities at the computer, the preschooler gains self-confidence;
- allows you to simulate life situations that cannot be seen in everyday life.

Errors in the use of information and communication technologies:

- Lack of teacher training
- Incorrect definition of the didactic role and place of ICT in the classroom
- Unplannedness, accidental use of ICT
- Congestion of demonstration.

ICT in the work of a modern teacher:

1. Selection of illustrative material for classes and for the design of stands, groups, classrooms (scanning, Internet, printer, presentation).
2. The selection of additional educational material for classes, familiarity with the scenarios of holidays and other events.
3. Exchange of experience, acquaintance with periodicals, developments of other educators in Russia and abroad.
4. Registration of group documentation, reports. The computer will allow you not to write reports and analyzes every time, but rather just type the circuit once and only make the necessary changes in the future.
5. Creation of presentations in the Power Point program to improve the effectiveness of educational activities with children and pedagogical competence of parents in the process of parenting.

Game technology

It is built as a holistic education, covering a certain part of the educational process and united by a common content, plot, character. It is included in series:

- Games and exercises that form the ability to highlight the main, characteristic features of objects, to compare, to compare them;
- Groups of games to generalize subjects according to certain criteria;
- Groups of games during which preschoolers develop the ability to distinguish real phenomena from unreal ones;
- Groups of games that educate the ability to control oneself, the speed of reaction to a word, phonemic hearing, ingenuity, etc.

Training in the form of a game can and should be interesting, entertaining, but not entertaining. To implement this approach, it is necessary that the educational technologies developed for teaching preschool children contain a clearly defined and step-by-step system of game assignments and various games so that, using this system, the teacher can be sure that as a result he will receive a guaranteed level of learning child of a particular subject matter. Of course, this level of achievement of the child should be diagnosed, and the technology used by the teacher should provide this diagnosis with appropriate materials. In the activity with the help of gaming technologies in children, mental processes develop. Game technologies are closely related to all aspects of the educational and educational work of the kindergarten and the solution of its main tasks. Some modern educational programs suggest using the folk game as a means of pedagogical correction of children's behavior.

## **RESULTS AND DISCUSSIONS**

Therefore, it should be noted that we suggest using computer and gaming technologies in integration. For example, such computer games for preschoolers:

For speech development.

This type of game is important in preparing the child for school, because now the child must not only be able to read and count, but also correctly pronounce all the sounds of speech. Here speech therapy games come to the rescue: Home logoped.

In this game there are many tongue twisters, proverbs, funny games and more than 350 exercises to study the pronunciation of certain sounds. A nice addition are colorful pictures.

"Games for the tiger". 50 exercises, colorful and understandable drawings, volumetric images, sound accompaniment of the actions performed, the game form for the presentation of educational material and a cheerful presenter Tiger cub, which helps motivate children to attend classes.

There are also entire software and methodological complexes for studying letters and sounds, which are divided into difficulty levels, depending on the age of the child.

Developing online games

Developing games are divided into age categories and genres, but in any case, they are all educational. Here we —kill two birds with one stonell: playing them, the child will receive new knowledge and pleasure. It is possible to enumerate the number and their types forever, but

nevertheless we will list the main ones: for the smallest common programs are —Find an Iteml, —Guess Whol, —Collect an Iteml, —Find the Differencesl and many, many others.[6]

When choosing games for a child, remember that the main thing is not to harm. If possible, it is better to limit the time you use your computer. It is believed that a child aged about 5-6 years should spend at the computer no more than 15-20 minutes a day, and preferably not every day. The game is one of the forms of practical thinking. In the game, the child operates with his knowledge, experience, impressions, displayed in the social form of game modes of action, game signs, which acquire significance in the semantic field of the game. The game, having features of intellectual activity in its motive and representing a peculiar practical form of the child's thoughts about the surrounding natural and social reality, allows him, figuratively speaking, to —spread the wings of his abilitiesl. In the game process of his thinking about the world, the child uses a sign (symbolic) system for displaying reality in the game. Iconic means of displaying reality in the game. The sign means of displaying reality by the child in the game have a hierarchical structure, which is crowned with the representation of the image of reality in an external sign - an object, image, symbol, including a word [7].

### **CONCLUSION**

The technological approach, that is, new pedagogical technologies guarantee the achievements of the preschooler and further guarantee their successful education in school.

Every teacher is the creator of technology, even if he deals with borrowing. Creating technology is impossible without creativity. For a teacher who has learned to work at a technological level, the cognitive process in its developing state will always be the main guideline. Everything is in our hands, so they cannot be omitted.

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