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EDUCATING THE SKILLS OF USING DIGITAL TECHNOLOGIES IN STUDENTS OF JUNIOR SCHOOL AGE

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Annotation: This article includes the content and methods of formation of digital literacy skills, media literacy, visual literacy, introduction to technology tools in elementary school age students.

Key words: Digital literacy, technology, technical devices, computer literacy, computer, communication, media literacy, content, methods, standard, criteria.

INTRODUCTION.

One of the most important requirements of the rapidly developing education system at the present time is the education of independent thinking,and creative individuals. In the past, the development of a person's creative abilities begins in childhood, the better results will be achieved in the educational process. It should be carried out from the moment when the child begins to master various types of activities, including artistic and creative activities, under the guidance of parents or teachers.
In the fast-paced world , special attention is being paid to the use of information and communication tools at all levels of society. In particular, the issue of teaching computer literacy to elementary school students of state educational institutions is becoming increasingly demanding.Formation of computer literacy is required for primary school students to effectively use modern information and communication tools. In schools, new directions are being introduced based on the world experience and practice of achieving the formation of computer literacy among elementary school students. The predominant methods and criteria of forming computer literacy and the measures of forming computer literacy are being carried out. After all, the formation of computer literacy in elementary school students, ensuring and improving the quality of education in schools is not only the key to the social and economic well-being of the school, but also a factor influencing its position at the national level. The development of digital literacy skills among primary school students is necessary for them to learn, work and live in the 21st century. Emerging mobile technologies provide opportunities to develop these skills in school settings. This approach involves elementary school students conducting research, collecting and analyzing data, and presenting their findings in digital narrative format.

ANALYSIS AND METHODOLOGY OF LITERATURE.

Digital literacy refer necessary skills to live, learn and work in a society where access to communication and information is increasingly enhanced through digital technologies, such as internet platforms, social media and mobile devices. Digital media literacy is a part of media literacy. Both are based on the idea of information literacy, which is the ability to evaluate, identify, find, and use information effectively to contribute to oneself or others. Digital media literacy can be applied to the Internet, such as smartphones, video games, and other non-traditional sources, which explains how media literacy can define media and its meaning and create credible media.

A number of interactive methods can be used to form the culture of using digital technologies in primary school students. These methods help students to use digital technologies correctly, to get

acquainted with computer devices, to develop the skills of receiving and analyzing information and other cognitive processes. Interactive methods of forming computer literacy and culture of using digital technologies in students of junior school age include:

1. Online Educational Games: Interactive online educational games help students learn and practice basic computer skills in a fun way. These games can cover a range of topics, from typing skills to learning the basics of programming.

2. Virtual imagination: By using virtual imagination technology, teachers can create experiences that bring computer concepts to life. This is effective for students who learn best through visual and interactive learning in particular.

3. Multimedia presentations: Using multimedia presentations such as videos and interactive slideshows can be an effective way to introduce computer concepts to elementary school students. These presentations can be used to illustrate complex ideas and engage students in the learning experience.

RESULTS.

The results showed that digital stories with digital technologies can help students develop digital literacy skills that enable them to access information anytime and anywhere, test their assumptions, and reflect, express, and allows sharing. It Builds capacity for own ideas and problem solving and receiving feedback from peers and teachers. It refers to the knowledge, skills, and attitudes that enable children to be safe and empowered in an increasingly digital world. This includes how they play, participate, socialize, explore, and learn through digital technologies. What constitutes digital literacy varies according to children's age, local culture and context.

Children need to be digitally literate even when they are not online. Face scanning and artificial intelligence based profiling are increasingly affecting children's lives. Children's schooling, social well-being and future job opportunities may depend on how well they understand the digital world around them. Digital literacy is a growing part of any skills development approach.

But today, in some schools of remote areas, the development of digital literacy skills among elementary school students remains somewhat of a problem. The main reason for this is the lack of ICT infrastructure, low network connectivity (especially for remote areas); and teachers' lack of understanding of modern technologies.
The timely solution of such problems will help to effectively conduct the process of forming students' skills in using digital technologies and developing digital literacy. On the other hand, effective strategies to increase digital literacy and digital skills also require public and private investments in digital infrastructure, policy and governance frameworks, and training in the use of digital technologies.
Reading, writing and numeracy are basic skills that people learn in school and continue to use throughout their lives. But as society and technology evolve, the learning needs and requirements of one generation change for the next.
Curricula in educational institutions must adapt to these changes to reflect the new reality. They do this by removing outdated content, incorporating new subjects, and innovating with new teaching tools and methods. In modern times, children practice writing using new technologies such as tablets and computers, rather than typewriters. In advanced countries, even educational equipment such as blackboards have been replaced by high-tech models such as electronic boards.

DISCUSSION.

Multimedia presentations make it possible to present educational and educational material as a system of live informational images filled with comprehensively structured information in an algorithmic manner. In this case, different channels of perception are involved, which allows to store information not only factually, but also in an associative form in the memory of students. One more aspect should be mentioned. In the process of watching the presentation, the student learns to observe the change of rhythm, diversify the forms of activity, how to cope with a pause when necessary, and how to provide a positive emotional background. After the theoretical part, students' practical work begins. Options for using axbrot communication technologies are also possible in this part of the activity. For example, the teacher draws on the blackboard, partially limiting the entire process of illustration and explanation, which negatively affects the quality of the presentation of the material, and many questions arise. In addition, the teacher turns to the blackboard and involuntarily loses contact with the children. It can be said that this method is not effective, a low result is achieved. When using computer technology, the image technique can be displayed visually and coherently on the big screen. It will be visible and understandable to everyone.

In addition, it is possible to compare several images on the monitor at the same time, to determine their strengths and weaknesses. The electronic board is considered an effective tool for organizing students' individual work, didactic games, creative activities and programs of various projects. However, having the right and complete set of digital skills is not only important for learning and workforce readiness, digital skills are also critical to developing open, inclusive and safe societies. As students interact with digital infrastructure and acquire digital skills from a young age, they become aware of privacy and data risks, as well as cybersecurity issues (such as ransomware and phishing attacks).

Thus, digital literacy also includes addressing the security challenges created by technology. At the same time, with digital authoritarianism, the rise of misinformation and disinformation, and the curtailment of individual freedoms, it is equally important to maintain a framework of values for digital transformation.
Formation of digital skills in elementary school students also has different levels of complexity. According to the International Telecommunication Union (ITU), digital skills should be a continuum from elementary to intermediate and advanced levels.
Basic digital skills include knowledge of computer tools (such as typing or use of touch screen technology), software (such as word processing, organizing files on laptops and managing various applications on mobile phones) and their content and function. (e.g. having an identity) and using Internet/ICT tools effectively (eg sending e-mails, browsing the web or filling out an online form). Intermediate digital skills include the ability to critically evaluate technology or create content; these are described as "job-ready skills" and include desktop computing, digital graphic design and digital marketing. And at the highest level, upperclassmen use advanced digital skills in ICT, such as computer programming and network management.

Currently, many jobs in technology are related to innovations such as artificial intelligence (AI), big data, natural language processing, cybersecurity, Internet of Things (IoT), software development, and digital entrepreneurship. 'or requires digital skills.

The global economy is undergoing a massive, accelerated digital transformation, resulting in new business models, innovative products and services, and vastly different ways of doing

business. Smartphone applications continue to drive the growth of the Internet economy. Goods and services are delivered through online platforms. Consumer spending is increasingly moving online. Digital IT solutions are rapidly replacing hardware. Data has become a valuable currency in this new digital era. Digital literacy of the population is considered a very important factor in the full development of all services of the digital economy. One of the important factors of the development of the digital economy is the level of digital literacy of the population. Therefore, introducing the growing young generation to digital technologies and teaching them to use them, forming interest in the IT field, and forming digital etiquette in students is one of the important requirements of today. Direct educational activity using the electronic board allows you to turn the educational process into an interesting game. Students themselves become its participants. In this option, students can work together with the teacher, and at a certain stage, according to the teacher's instructions, they may switch to working individually on the blackboard. Presentation of information on the screen in a playful and attention-grabbing way creates great interest in students, and movements, sounds, animations hold attention for a certain period of time. Using such programs increases the child's creativity; the ability to work with symbols on the monitor screen helps to optimize the transition from visual-descriptive thinking to abstract thinking; the use of creative games creates additional motivation in the formation of educational activities; individual work with the computer increases the number of situations that the student can solve independently. Such activities help diversify the joint activity, make it more emotionally rich. For example, students are given a task: using an electronic board, describe an animal using geometric shapes in math lessons. Children design shapes of animals from both real and imaginary worlds, thus strengthening knowledge of geometric shapes. Such lessons are rare, but they are received with great admiration by students. In addition, the teacher spends a lot of time on preparing handouts, saving the effort from tedious and time-consuming activities such as making numbers out of cardboard.

CONCLUSION

In conclusion, it should be noted that the great attention of the world pedagogical community is focused on the immediate formation of new digital competencies. As the experience of the past months has shown, in the current environment, teachers should learn as quickly as possible, master modern technologies, master new teaching tools and interaction, and also use all effective forms of teaching on a daily basis. it is necessary to introduce them to their activities. These skills and qualifications are formed in the educational process organized by modern technical means. Through the use of computer technologies in the educational processes of the teacher, not only the quality of the lesson increases through many interesting and new and animated videos, but the teacher's methodology with modern methods develops. At the same time, it will contribute to the formation of digital literacy of students. Through the lesson organized through modern information technologies, the formation of interest and enthusiasm for the field of IT is ensured in students from a young age.

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