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USE OF INNOVATIVE TECHNOLOGIES IN TECHNOLOGY LESSONS

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Abstract: Technology lessons show ways and means of using information technologies and innovations and interactive methods in the educational process. In the organization of technology classes, it consists in systematically teaching them to acquire independent knowledge, directing them to achieve a conscious, purposeful result.
Key words: Pedagogical technologies, innovation, interactive methods, cooperative pedagogy.

Innovative technologies - by increasing the activity between students and the teacher in the educational process, serve to activate the learning of students and develop their personal qualities. The use of interactive methods helps to increase the effectiveness of the lesson. The main criteria of interactive education are: conducting informal discussions, the opportunity to freely describe and express this material, the number of lectures is small, but the number of seminars is large, the creation of opportunities for students to take initiative, small group, large group, class team assignment, writing tasks and other methods, which increase the effectiveness of educational work has its own importance. Innovation (English) means innovation, innovation, technology is derived from the Greek words "technos" - art, skill and "logos" - science, and innovative technology is education forms, methods and includes the meaning of a new approach to methods. Innovative technologies are the pedagogical process and the introduction of innovations and changes in the activities of teachers and students. Any reforms, innovations, investments in the education system are undoubtedly aimed at improving the effectiveness of education and making it fully responsive to modern educational requirements.

As stated in the national personnel training program, "Man, his all-round harmonious development and well-being, creation of conditions and effective mechanisms for the realization of personal interests, changing outdated patterns of thinking and social behavior are the economic and social activities implemented in the Republic. is the main goal and driving force of reforms. "Formation of an excellent system of personnel training based on the rich intellectual heritage of the people, universal values, and the achievements of modern culture, economy, science, technology and technology is an important condition for the development of Uzbekistan."

Reforming and improving the education system of Uzbekistan in the 21st century is one of the priority tasks. This, in turn, is the responsibility of our scientists who are conducting research in the field of technology, to update the educational literature on the relevant educational subjects, taking into account the requirements of the current period and the latest achievements of science, to the educational process. requires the introduction of innovation and educational technologies . application is one of the current issues of today.

First of all, what is new in science? What is innovation in science? it is necessary to answer the questions. Today in practice there are differences between the words novelty and innovation. Innovation is the latest achievements, knowledge, methods in this science. These achievements, knowledge, and methods become innovations when they are applied in practice. In developed

countries, the problem of raising a person who is developed in all aspects has become a demand of the day. The revolutionary changes that are taking place in society cannot be implemented without changing the person, which goes back to the renewal of social relations, and its roots are connected to the school system. The fact that information technology has reached a high peak has made it necessary to update the school system and educational content in foreign countries, and the need for methods and forms of education based on advanced pedagogical technologies has increased. Due to the fact that education in developed foreign countries is a social process that actively affects the domestic policy of the country, reforms focused on education are increasing year by year. In Japan, the school system is defined as follows: "school is not only a symbol of success and well-being", but it is based on the idea that "it improves a person". Education issues have always been in the center of attention of state politicians.

In problem-based educational technology, the functions of forming methods of mental activity, leading to creative activity, and developing logical thinking take the leading place, and the rest of the functions are subordinate to them. In this context, it is possible to analyze the didactic functions of other technologies. The following innovations and educational technologies are used in the teaching of a number of subjects in developed foreign countries today.

Problem-based teaching - the goal is to educate an active person. Its task is to encourage the process of active learning, to develop creative thinking, to criticize and analyze, to teach to search for a way to solve a problem, to form a scientific research method in thinking. ➢ Methodology of creating a problem situation: ❖ Students try to find a solution to the problem themselves; ❖ Students express different opinions on one question; ❖ Ideas are compared, summarized and concluded. ➢ Forms of problem-based teaching: ❖ Problem-based presentation of educational material in imparting theoretical knowledge; ❖ Partly sought-after activity in practical training work or experimentation;

The "Zig-zag" method appeared in the 1980s and 1990s. The difference of this method from others is that the participants are divided into small groups and students are numbered, the speaker (leader) is chosen. Then the same numbers "find" each other. A task is given and when mastered, they disperse. Each member shares the material they have learned with their old partners. In the question-answer, the group is evaluated. Considering that each numbered person receives new and different assignments, each student should and is obliged to know the assigned assignment for the benefit of his group. Because when he returns to his group, he must participate in the question-and-answer session on behalf of his group.

In the 6x6x6 method, the teacher will have the opportunity to teach the 36 participants of the group to discuss any issue in a short period of time and to learn the opinions of the majority of them. Participants of 6 groups discuss the problem raised by the teacher for 6 minutes. After that, the teacher will form 6 new groups in such a way that one of the participants in the previous discussion group will definitely be in it. New group participants discuss the results of their group's work. 6x6x6 is a pattern that activates all members of the group.

"Sunflower" - Students are divided into groups of 4-5 people. Based on the topic of the subject, the teacher throws one problem in the middle. Each group makes a sunflower, places a circle in its center and glues leaves. Depending on the topic, each group or one common problem is written in a circle and glued to the board. During the allotted time, groups together write their thoughts on a leaf and place it on a flower with the group's problem written on it. This method can be used to explain the subject, reinforce and repeat it, and determine the knowledge acquired by students.

"Boomerang" technology - this technology is aimed at learning, creatively understanding and freely mastering the educational material in a deep and integrated state during one session. The main concepts are:

❖ Open questions - these questions allow to continue the conversation. It is impossible to give them a short, one-size-fits-all answer.
❖ Closed-ended questions - these questions require correct, open-ended answers of the type "yes" or "no" in advance.
❖ Cross-examination is a series of short questions that are grouped together, and this is a great opportunity to seek specific information and to identify arguments, opponents' positions, and make specific decisions.

METHOD OF DISCUSSION With the help of this method, students are provided with complete information on a specific problem, the students "storm" the topic chosen for the discussion, and as a result, they thoroughly study the information related to the problem.

"FSMU" TECHNOLOGY The purpose of the method: This method serves to form the skills of independent creative thinking and assimilation of information by comparing and contrasting students' general thoughts. Procedure for implementing the method: • Students are offered a final conclusion or idea related to the topic. • Each student is distributed papers with the stages of FSMU technology.

In summary: The science of technology and its teaching methodology requires the proper use of modern information and pedagogical technologies to carry out educational and educational work. Textbooks, instructional manuals, and technical tools should be used in school so that students can diligently master the science of technology. Special attention should be paid to the use of modern information technologies, the use of interactive methods, the implementation of educational tools and educational games in the educational process.

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