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INTERACTIVE TEACHING METHODS

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Annotation

This topic is aimed at highlighting the theoretical and practical foundations of developing teachers' pedagogical and independent thinking skills. The annotation reveals the importance of a teacher's creativity, critical and independent decision-making skills in the modern educational process. It also analyzes the role of innovative approaches, interactive methods, problem-based learning, reflection and self-analysis in improving pedagogical skills.

Keywords: Worldview, society, pedagogical-technical, pedagogical skills, pedagogical activity, psychological-pedagogical

Interactive methods are a joint action between the student and the teacher, and between students. "Interactive" comes from the English word "interact". Lessons using interactive methods encourage students to think creatively, actively process the information received, express their ideas freely, take initiative, find solutions to problems in groups, work collaboratively, and express their ideas in writing.

Interactivity is the activity of two people, that is, in this case the learning process takes place in the form of a conversation, in the form of a dialogue (computer communication) or based on student-student interaction. Interactivity is mutual activity, action, and influence, which occurs in the interaction of the student and the teacher. The main goal of the interactive method is to create an environment for active, free thinking of students by creating the most favorable conditions for the learning process. It reveals its intellectual potential, capabilities, and increases and ensures the quality and effectiveness of learning.

In the process of organizing a lesson based on interactivity, no student is left out, that is, they have the opportunity to openly express what they see, know, and think. When students work together, they have the opportunity to make their own personal contribution to mastering the content of the subject. A process of exchanging knowledge, ideas, and opinions occurs. Such situations ensure mutual sincerity, increase the desire to acquire and master new knowledge, and in this process, mutual support and friendly relations are formed. This is of great educational importance. In educational processes based on dialogue, students learn to think critically, find solutions to complex problems on an analytical basis, search for appropriate information, and freely express some alternative ideas in discussions, and such skills are formed.

When organizing interactive lessons, individual work, pair work, group work, research-based projects, role-playing games, working with documents, working with information sources, and creative work can be used in the learning process.

Among them:

- pair work;
- carousel; - work in small groups;
- aquarium; - completed sentences,
- brainstorming;
- Brownian motion;

- tree solution;
- I speak for myself;
- citizens' hearing;
- role-playing games;
- press method;
- taking one's own position;
- discussion;
- debates;
- big circle.

In interactive teaching, a learning environment is organized, a comfortable atmosphere is created, a well-organized learning environment:

- Facilitates learning and research;
- Has materials for conducting various studies;

Stimulates creativity;

Creates an opportunity for the exchange of ideas and information;

Stimulates speech development;

Forms the skills of independent information acquisition;

Develops lifelong learning skills;

1. Orientation. The stage of training the participants and experts of the game. The work plan of the game process is proposed by the teacher. The goals and objectives of the lesson are determined in collaboration with the students. Formulation of the problem of the educational process. The imitation that takes place in the educational process, the rules of the game, the general course of work are told, the student is given a package of educational process materials.

2. Preparation for the educational process. Familiarization with educational materials, situations, instructions and other package documents. A game rules board is drawn up. It displays the game scenario, game tasks, rules, game sequence, and the results to be obtained. The process of the game is displayed. Changing the game process, interfering in it from the outside is prohibited. Only some corrections can be made during the process. When the game is set, the teacher does not interfere with it, he monitors and directs it.

3. Discussion of the game. It consists of analyzing, discussing, and evaluating the process of the game. The teacher conducts a final discussion. During the discussion, participants and experts exchange opinions, defend their positions, and express their impressions and thoughts on the problem that arose.

ORGANIZATION OF STUDENTS' LEARNING ACTIVITIES IN GROUPS BASED ON INTERACTIVE METHODS

Preparing students to work in groups, clearly applying learning tasks, working in groups, providing an understanding of group work, establishing regulations.

1. Drawing up and discussing a plan for completing learning tasks. Determining ways to solve it and distributing mutual responsibilities for carrying out the work.
2. Being able to organize work on completing learning tasks.
3. When organizing work in a group, observing the work process and the work process of members and coming to their aid if necessary.
4. Establishing mutual verification and control during the completion of tasks in a group.

5. Providing information on the results of completing tasks in groups, holding discussions in the classroom, making additions and corrections to the work process. The teacher draws conclusions and concludes on the results of the work.

6. Give analytical assessments of the results of each group's work and the work of the class.

Education organized on the basis of interactive methods

Leads to better mastering of the content of the lesson.

Educational contacts are established between the student-teacher-students in a timely manner.

Teaching methods take place in various forms in the educational process (individual, pair, group, large groups).

The educational process becomes highly motivated by satisfying the educational needs.

- Through mutual information exchange, receiving, and processing, the educational material is remembered well. The student develops the skills of communication, expression, and exchange of ideas.

- In the educational process, the student's self-assessment and critical thinking develop. For the student, the lesson becomes an interesting subject for the student, a creative approach to the learning process, a positive attitude, and a positive attitude are manifested. It leads each student to think independently, to research, to observe.

- In interactive lessons, the student not only masters the educational content, but also develops his critical and logical thinking.

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