



INNOVATIVE PROCESSES IN PRIMARY EDUCATION OF THE REPUBLIC OF UZBEKISTAN

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Abstract: This article examines the importance of innovative processes in primary education. Education today is not only as a standard set of ZUN (knowledge, skills and abilities), but as a set of socially significant competencies and the realization of personal educational interests.

Keywords: innovative learning technologies, communicative competencies, competence of working with information, competence of self-development, competence of social active citizenship, national and general cultural competence, competence of mathematical literacy, knowledge of news in the field of science and technology, the ability to apply them in practical life.

Innovation in education begins with respect for the student's individuality and uniqueness. At this age, there is an intensive development of such personality qualities as thinking, attention, memory, imagination, trust, and respect for peers.

The task of an innovator teacher is to create conditions that will increase children's interest in learning, teach them to compare their actions with real possibilities, help eliminate through modern techniques and methods what remains incomprehensible, and, ultimately, the student will learn to do this on their own.

Education today is considered not only as a standard set of educational skills, but as a set of socially significant competencies and the implementation of personal educational interests [1].

The new state education standards of the Republic of Uzbekistan talk about **general and subject competencies** [2] such as:

Communicative competencies - the formation of the ability to communicate in one's native language or in a foreign language in a social situation, to have communication culture skills and the ability to work in cooperation and in a team.

Competence in working with information is the ability to find information from media resources, process it, save it, be able to use it, ensure security, and form a media culture.

The competence of self—development is the ability of constant physical, spiritual, mental, intellectual and creative self-development, striving for perfection, constant development of cognitive skills, skills of independent education, the ability to adequately assess one's actions and independent decision-making.

The competence of a socially active civic position is the ability to feel the events taking place in society. Active participation in them, knowledge of their civil duties and rights, observe them, have a legal communicative culture in labor and civil relations.

National and general cultural competence includes loyalty to the Motherland, devotion to universal and national traditions, friendly attitude towards others, understanding literary and artistic works, having culture in clothes, observing the norms of a healthy lifestyle and culture.

Competence of mathematical literacy, knowledge of news in the field of science and technology, the ability to apply them in practical life — the ability to make personal, family, professional and economic plans based on accurate calculations, the ability to read various diagrams, drawings, models, the ability to put into practice the achievements of science and technology in the field of facilitating and improving human labor.

These competencies are formed during the study of academic subjects.

Already in elementary school, children need to be taught algorithmic thinking, which is useful for students in life; independent task setting, choosing effective tools; logical thinking, evaluating the quality of their own work; the ability to work with educational literature, as well as learning self-education skills, cooperation and teamwork.

Information processes in education occupy an important place in the professional activity of a teacher. The need to use information technology tools in primary school lessons is dictated by the age characteristics of students, namely the need for visual demonstration of educational material, processes and phenomena. The main areas of work of the use of ICT are:

- multimedia lessons, which are conducted on the basis of computer training programs;
- distance Olympiads and competitions;
- working with educational portals;
- Working with gifted children.

The use of ICT technologies contributes to improving the quality of students' knowledge and skills, enriching the lexical and grammatical structure of speech, and its competent design.

The **project activity** of students plays an important role in the formation of speech and the creation of communication between participants in the educational process. Joint educational, cognitive, creative and playful activities of students aimed at improving cognitive processes, creating conditions for students in a team, which are important for achieving a common result, are project activities.

The project method helps younger students to feel confident in their own abilities, apply a variety of methods and techniques of teamwork, cooperation with peers, manifestation of individuality and organization of leisure activities of the researcher, supervisor, parent and the whole class as a whole. The use of elements of research activity in teaching is aimed at improving the quality of education, the level of independence, originality and uniqueness of the individual.

In any modern lesson, it is impossible to do without the technology of **problem-based learning** or without its elements. What is its relevance? This technology is determined by the development of a high level of motivation for learning activities, activation of cognitive interests of students, which becomes possible when resolving contradictions that have arisen, creating problematic situations in the classroom. Solving an urgent problem is a way to develop creative thinking, logic, and learning new things in younger schoolchildren.

It is impossible to do without **gaming technology** in elementary school. Playing is one of the wonderful phenomena of life, it seems that such activities are useless and at the same time necessary for students who have recently been pre-school students. In modern pedagogy, the game is used as an independent technology for mastering a topic and even a section of an educational subject. Most of the exercises and tasks are carried out in a playful way. This makes it possible to model, solve and look for ways out of different situations, different from other peers. The game is important as a sphere of personal realization, which is important to include the development of communication in primary school age.

Health-saving technologies are considered another component of innovative work, this is the formation of a responsible attitude to one's health, which is a necessary condition for the success of a modern person. A health-saving approach should be followed at all stages of the lesson (physical exercises, exercises for vision, find the excess in the picture, compare how the pictures differ, etc.).

The integrated use of health-saving technologies in educational and educational processes reduces fatigue, improves emotional mood and increases the performance of younger students, which has a beneficial effect on improving the health of students and the entire course of the lesson.

The widespread introduction of innovative processes in the education of younger schoolchildren creates conditions for improving the quality of education, cognitive activity and educational motivation of schoolchildren [1].

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