SCIENTIFIC-METHODICAL PRINCIPLES OF TEACHING THE SCIENCE OF "EDUCATION" IN PRIMARY GRADES

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Abstract: *In this article, the use of pedagogical technology, interactive methods and educational games in elementary classes, modern information and communication technologies in the teaching of educational science in primary grades, students are encouraged to think independently, creative research and logic. along with broadening their thinking circles, ideas are presented that will help them connect what they have learned in classes with life and increase their interest.*

Key words: *technical, informational, audiovisual active citizenship position, responsibility, obligation, legal awareness and culture, deep worldview, healthy faith, enlightenment*

INTRODUCTION

On the initiative of the President of the Republic of Uzbekistan, the subject of education was introduced in general secondary educational institutions from the 2020-2021 academic year. This subject, as a part of the concept of continuous spiritual education, instills in students the idea of "from national revival to national rise", prepares them for a socially successful life, active citizenship, responsibility, commitment, legal awareness and culture, a deep worldview. , aimed at forming qualities such as healthy faith, enlightenment, and tolerance. The experience of foreign countries such as Japan, Singapore, England, UAE, China, Korea, Russia, and Germany was used to create the concept of science and textbooks. Since the educational process is an extremely complex process, the effectiveness of education

depends on the activity of the pedagogue and the student, the availability of educational tools, and the organizational, scientific, and methodical perfection of the educational process.

LITERATURE ANALYSIS AND METHODOLOGY

It is a system of improving the educational process based on advanced tools, methods, technical means and methods. This system is created by the teacher and serves to connect the stages of education. It includes pre-determining its content and tasks, purpose, preparation of forms and means of education, planning of lessons aimed at acquiring moral qualities intended to be formed in the student. Today, with the development of science and technology, human activity has expanded tremendously, and new technologies are entering. Quality changes indicate that there are now new technical, informational, audiovisual tools that require new methods and are becoming an integral part of the educational process, which introduce their own characteristics into it, and are modern pedagogical tools. made technologies a concrete reality. It increases the productivity of the educational process, forms students' independent thinking process, increases students' enthusiasm and interest in knowledge, develops skills and qualifications for solid assimilation of knowledge, free use of it in practice.

RESULTS AND DISCUSSION

The educational process includes two interrelated activities - teacher's and student's activities. In the process of education, the student's mind is formed, his feelings and various abilities are developed, his ideological, moral, volitional, aesthetic qualities are formed, the system of scientific views on nature and society is formed, and his physical strength is strengthened. In the process of education, moral skills and habits are formed in the student in accordance with the moral requirements of the society. The essence and tasks of the educational process aimed at a certain goal are planned and regulated by the educator.

The essence of the education carried out in such a plan is the intellectual and physical activity of society and people.

Today in education "Brainstorming", "Thoughtstorming", "Networks" method, "Sinquain", "BBB", "Fifth plus", "6x6x6", "Debate", "Role-playing game", Modern technologies such as FSMU, "Working in small groups", "Rounded snow", "Zigzag", "I will say the last word" are used.

CONCLUSION

The use of interactive methods and educational games, modern information and communication technologies in primary grades helps students to think independently, expand the scope of creative research and logical thinking, connect what they learned in classes with life, and increase their interest. In our opinion, the main requirements for educational games are:

1. Educational games should be suitable for the age of students;

2. The games should be proportionate to the content of the topic being played;

3. The time of educational games must be clearly defined;

4. Educational games should have both educational and educational value;

5. The purpose and significance of educational games should be determined.

Only when the above requirements are followed, the effectiveness of the lesson increases and modern technologies serve the effectiveness of education.

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