
**IMPROVING THE METHODOLOGY OF CREATING INTERACTIVE
ELECTRONIC EDUCATIONAL AND DIDACTIC MATERIALS AND
IMPLEMENTATION IN PRACTICE**

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Abstract:

Improvement of the method of creation and implementation of interactive electronic didactic materials. The meaning of the concept of creating electronic educational and didactic materials has been revealed. getting to know the ways of introducing students to professional practice.

Keywords: Interactive, professional training - didactic, personal experience, technologies, practical activity, development.

Introduction

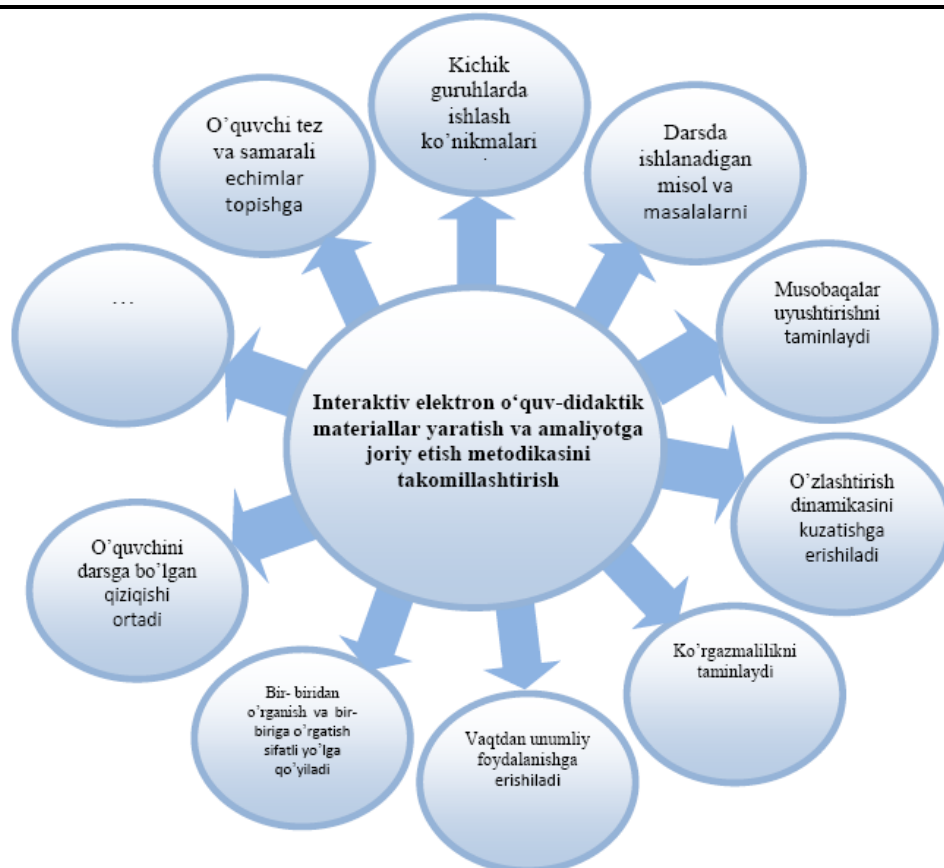
In our country, all conditions and opportunities have been created for bringing up young people who are active, aspiring, talented and have high spiritual and moral qualities, who have acquired modern knowledge and professions - who are the decisive force of our day and tomorrow. Today, the development of science and technology requires a radical change in the requirements for education and its results. Based on this, the creation of new generation standards is an important task for pedagogues. Broad assimilation of advanced technologies, integration of continuous education with science and production, the use of informatics and information technologies by our future teachers for education in accordance with the capabilities and capabilities of new modern technologies of students, their introduction into the lesson processes and the use of didactic materials The creation of advanced pedagogical technologies and modern teaching-methodical complexes is the basis for the development of the professional competence of future teachers in the improvement of the management system of the organization of pedagogical processes and the development of competence of pedagogical processes..

It is considered appropriate to organize educational processes based on various new approaches. Our honorable president Sh.M.Mirziyoyev is also independent in his opinion that we will mobilize all the forces and possibilities of our state and society so that our young people can be independent thinkers, have high intellectual and spiritual potential, become people who are equal to their peers in any field in the world, and become happy. The fact that the youth of Uzbekistan is focused on free thinking is also

not overlooked. Therefore, it is one of the high tasks before us teachers to organize lessons based on external modern approaches based on the demands of the new era. It is the introduction of a new, competent approach in higher education. A competent approach requires students to acquire knowledge and skills as a whole, not in isolation. In connection with this demand, in turn, the system of selection of teaching methods is also changing. Selection and implementation of teaching methods requires improvement of competencies and functions that meet the requirements of the educational process.

Improving the methodology of creating and implementing interactive electronic didactic materials plays an important role in the effective teaching process. Lessons play an important role in activating students' cognitive activities, broadening the view of the scientific world, introducing additional and local materials, increasing knowledge and skills in independent work with scientific and popular scientific literature, and conscious preparation for independent life. Knowledge of electronic classes is important for students to activate their scientific worldview, increase their knowledge and skills, and consciously prepare them for independent life with scientific and popular literature. The interactive approach is a new pedagogical reality from the point of view of modernization in secondary schools. Within the framework of this approach, it is necessary to consider the experience of practical activity as e-learning-didactic units and to analyze the traditional three elements of education (triad) - knowledge - knowledge - competence in the form of six units (sextet) - knowledge - knowledge - competence - practical activity experience.

Interactive educational methodical electronic products should have the following features: to provide training sessions at a high quality level of education ; to create an opportunity for independent learning and self-control; use different methods of independent organization of information ; formation of experience-research skills; aimed at developing the creative abilities of learners; non-traditional approach to teaching, saving time for organizing educational material (giving students the opportunity to study remotely) .



Improving the methodology of creating interactive electronic didactic materials and putting them into practice, the technology of creating electronic educational methodical electronic products has a large amount of work, and it is prepared in cooperation with experienced professors and specialists in creating the program.

Creating and implementing interactive electronic didactic materials, development of electronic literature, it is desirable to carry out the following stages:

monitoring of electronic products created in the Republic by subjects in educational institutions;

leading professors, programmers, designers are involved.

professors-teachers collect literature, graphs, drawings, pictures, tests, exercises, questions, interesting exercises, etc., and based on them, a script for an educational-methodical electronic product is created.

The structure of the educational methodical electronic product is developed.

The content and sequence of sections, chapters and topics will be developed.

The designer creates an aesthetic form for the electronic product.

The programmer prepares the algorithm of individual blocks of educational electronic products and creates a ready-made electronic product according to the given script and forms.

Improvement of the methodology of creation and implementation of interactive electronic educational and didactic materials. Basic requirements for educational electronic products. Electronic educational products are designed to expand the

imagination of learners, develop and deepen their initial knowledge, provide additional information, and are created in subjects that are studied in more depth. Educational methodical electronic products are basic, including: scientific; pedagogical; didactic; methodical; psychological; ergonomic; aesthetic; technical and technological requirements are set; options for entering and receiving answers; the possibility of analyzing and correcting mistakes. It is desirable to evaluate the psychological-pedagogical, software-technical quality of software tools intended for the educational process and their use in the process of teaching. Expertise of educational methodical electronic products should be conducted by special experts in the prescribed manner. The special expert group should include highly qualified pedagogues, program developers, psychologists, designers and leading experts from educational institutions.

CONCLUSION

In conclusion, it should be said that not only orientation of the education to the learner, but also psychological readiness of the teacher for pedagogical activities is important in teaching and educating a person. In such cases, it is necessary to pay special attention to the level of professional competence of the teacher. The adoption of the competent approach in the educational system as the conceptual basis of educational reforms, the introduction of the competent approach to the educational system requires the implementation of serious changes in the purpose, content, form of education, teaching methods, pedagogical and information technologies, control methods, and the role of the teacher and student. It is necessary to make fundamental changes to improve the methodology of creating and implementing interactive electronic didactic materials of the teacher. At a time when certain works are being carried out to improve the state educational standard, curriculum and textbooks, although it is difficult to abandon the existing traditional content, it is necessary to further clarify the content of education.

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