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Research Article

DEVELOPMENT OF COGNITIVE ABILITIES OF PRESCHOOL CHILDREN

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ABSTRACT

Pedagogical technology and knowledge, experience and interactive methods of pedagogical skills ensure that children have knowledge and mature skills. It is no exaggeration to say that the head of our state, first of all, needs to train potential new generation personnel, and for this, one new type of school will be established in each region of the country.

KEYWORDS

Pre-school education, pedagogy, methodology, cognitive abilities, development.

INTRODUCTION

Today, the interest and attention to the application of innovative pedagogical and information technologies in the educational process is growing day by day. One of the main reasons for this is that in traditional education, increasing the interest of children in the profession based on game technologies in preschool education is one of the technologies that are showing good results. In this process, the educator creates conditions for the child's formation, development, education and upbringing.

Game technologies increase the quality and efficiency of the educational process, form the independent thinking process of students. It increases children's enthusiasm and interest in learning the subject, strengthens knowledge, mastery, and free use of it in practice.

THE MAIN RESULTS AND FINDINGS

For the first time in Uzbekistan, a multimedia program was developed for preschool children. This program is

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called "Let's learn colors and shapes" and was created by "Uzbegim programs" and aims to improve children's ability to distinguish colors and shapes and to teach logical thinking through interesting games and examples. With the help of the program, children can easily distinguish colors such as red, yellow, white, brown, blue, green, and learn simple shapes such as circles, triangles, and rectangles, as well as classifying objects according to their specific characteristics. Through various pictures and short cartoons, children are provided with a closer acquaintance with the world of flora and fauna. With the help of incentives in the educational process, children are interested in learning. The program is based on the norms of computer work of preschool children, and children can work with the program independently. This multimedia program "Let's learn colors and shapes" is an early example of a system of programs for preschool children. Currently, the editors of "Uzbegim programs" electronic publications are preparing more new programs of this series. They include the formation of logical thinking in children, the formation of skills to quickly and easily perform counting and mathematical operations, teaching the English and Russian alphabets, and other similar directions.

Today, almost every family has a computer, so it is natural that even children are interested in it. After all, it is very interesting for them that you spend some time looking at the monitor for some reason. Mysteries have always attracted people. If you are interested in the Internet and its possibilities, watching movies and clips, or your work is related to some programs, then your child will be interested in the fact of the existence of this machine, the sounds coming from it and the pictures on the monitor.

Getting children interested in language is a bit difficult, because they don't like languages at first because they are not understandable, but as time goes by, you can keep them interested with different interesting games. These games are of different levels of complexity and are designed for different age groups of children, such as alphabet and simple word games, these games are designed for beginners, as well as for children who have reached a higher level, there are also games in the form of animated pictures, interesting quizzes. Audio format of fairy tales, riddles and stories can also be found. Each game is designed in an interesting style, covering a theme, using a character from a fairy tale or book. Language pronunciation can be tested individually or in groups during the lesson with the help of karaoke.

As the baby gets a little older, sitting on his father's or mother's lap and just watching becomes less important to him. Now he wants to participate in the process, to hold it, to think. In this case, it is necessary to teach the child to the computer little by little. But remember, it should not exceed 15-20 minutes a day. It has long been known that a computer does not do much harm than that TV. But it is not quite right to just put the child in the chair and leave the computer completely at his disposal. Firstly, this can have negative consequences not only for the computer, and secondly, it is better to keep the child occupied with something, for example, an interesting game.

There is an interesting game on the Internet, which is specially designed for the first acquaintance with the computer. Name "Butterflies and fishes" The essence of the game is as follows: if the child presses any button, flowers, butterflies or fishes will appear on the black screen. It is very interesting, but soon the child will get bored, so it is better to choose several games of different topics and different complexity. It develops mouse control skills and hand movements depending on changes on the screen. After such

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games, your child will definitely want a newer and more complex game, so you can find a variety of educational games, foreign language and science manuals, logic and thinking and you can look for games that develop creativity.

Educational games. They help to remember shapes and colors, figures, letters and numbers. It also provides a good foundation for learning to read and count. Games develop not only mathematical skills, but also humanities.

Games that develop foreign languages. Babies don't like languages at first because they don't understand them, but games can keep them interested. They have different levels: from beginners (alphabet and simple words) to advanced levels (animated pictures, fun quizzes). Many fairy tales and stories can even be listened to in audio format. The games are made in interesting styles, using a character from a fairy tale or book. Pronunciation can be checked using karaoke.

The development of many game technologies is related to the emergence of creative abilities in the child, which develop during the game. To create a creative idea of a preschool child in the game, to implement it, to combine his knowledge and imagination, to express his thoughts and feelings in his sincere abilities, to create an image, to think it up in the process of role-playing and it is expressed in the ability to bring it to the surface and so on.

II. "Synectics" method. The method of "Synectics" has a special place among the methods that develop the creative ability of a person. The concept of "synectics" means "combination of different elements" in ancient Greek. The method was proposed by George Prince and William Gordon to create inventions at Arthur D. Little's company. The basis of this method is the "Brainstorming" method - the desire to collect many ideas on the studied topic, problem, issue. Sometimes "Synectics" method is compared with "Brainstorming method". However, both methods are different from each other. If it is not allowed to criticize ideas in "Brainstorming", when using the "Synectics" method: 1) it is possible to criticize the expressed idea; 2) various comparisons and alternative ideas are actively used.

Stage 1. Correct alternative. In this case, the respondents find an alternative option for the inanimate object represented by it (for example, an airplane, a helicopter) based on the presented concept, in the example of animate beings. In particular, an airplane is created on the example of a bird, and a helicopter is created on the example of a dragonfly.

Stage 2. Subjective alternative. On the basis of the concept presented, taking into account the anatomical structure of a person, who is a biological being (for example, hands), each student will find analogies for the problem, problem, image being created (hands are the wings of an airplane, the wings of a helicopter, or arms - can be represented as a crane.

Stage 3. Conditional alternative. In this case, the idea is expressed figuratively. For example, solution space, acute problem, iron decision, etc.

Step 4. A strange alternative. For example, in your daily life, music that only you can hear and analyze is your constant companion.

III. "Trials and errors" (or "Choosing options") method – is an ancient and well-known problem solving method. The main essence of the method is to consider all the possibilities of solving the problem. Accordingly, every time the failed ideas are rejected and new ideas are tried instead. There is no single rule for finding a solution, the "key" to a solution can be any, even the

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most unusual idea. Also, there will be no criteria for the initial evaluation of ideas: whether it is necessary to find a solution or not; whether it can be accepted as a solution to the problem or not. The answer to these questions is based on a subjective approach to the proposed idea.

The theoretical foundations of the development of preschool cognitive abilities on the basis of experiences have been considered by different scientists from different points of view.

Cognitive development is the development of all thinking processes of a child, such as thinking, perception, memory, imagination, and the ability of children to establish active communication and interaction with other children, to absorb active emotional experience and to themselves. a certain adequate relationship is formed. In the process of carrying out research and experiments with children, children's knowledge and ideas about moral norms become beliefs through the attitude formed in relation to the above-mentioned norms.

Formation of cognitive activity of older preschool children as one of the main factors of comprehensive development always attracts the attention of scientists and practitioners.

The research of many scientists shows that cognitive activity is not innate, but is formed during the conscious life of a person. The level of development of cognitive activity is determined by individual characteristics, the environment created for comprehensive development and education. During the cognitive development of children, in the process of forming their cognitive attitude towards the environment, they acquire the ability to correctly aim at things in the environment (events, objects, objects), and as a result, children become subjects of individual cognitive activity.

In the process of working on the experiment, the following concepts were studied:

1. "cognitive activity"

2. "experimental activity".

It is important for a child to independently find an object of knowledge, to implement his own plan, to be firm in his thoughts and opinions, to defend his point of view, and at the same time, the ability to be intelligent and creative. The cognitive activity of a preschool-age child shows his desire to do something independently, discover changes, learn new things for himself. In essence, a preschooler is a small researcher during his school activities and shows interest in experimental activities. The concept of "experimental activity":

1. Children's experiment

2. It consists of the concept of activities.

If we consider conducting research and experiments with children as a type of activity, here are the main characteristics of its phenomenon:

The novelty of the experiment is the creation of a system of using methods and methods of experimental activities aimed at developing the cognitive activity of older preschool children. The following methods of practical education were used:

The game method includes the use of various components of game activity together with other techniques: questions, instructions, explanations, demonstrations.

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Elementary experience is to reveal the hidden, undirected properties of objects, to establish connections between them, the reasons for their change, etc. change event.

Oral teaching methods: Educator's stories. The main task of this method is to form vivid and clear images of events or events in children. The story affects children's minds, feelings, imagination, encourages them to share their impressions.

Children's stories. This method is aimed at improving children's knowledge, mental and speech skills.Conversations. Interviews are used to clarify, correct, generalize and systematize knowledge.

Forms of working with children:

- frontal;
- group;
- individual.

The following structural structure is observed when conducting experiments with older children of preschool age:

- setting the problem;
- looking for ways to solve the problem;
- check assumptions;
- discussion of the obtained results;
- forming conclusions.

CONCLUSION

Such a work system helps to activate the cognitive activity of preschool children, directs children to independent research.

The connection between the acquisition of knowledge and the formation of knowledge and skills is based on the acquisition of knowledge and skills based on children's knowledge, and at the expense of these skills and knowledge, children develop new knowledge, in the development of geometric concepts, knowledge and skills that form independent thinking in children researched as skills formation.

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