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Research Article

INTERACTIVE METHODS OF DEVELOPING CREATIVE COMPETENCE OF FUTURE TEACHERS

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ABSTRACT

The article describes the issues of adapting teaching to new modern educational technologies, developing modern methods and principles, and putting them into practice in order to ensure the competitiveness of future pedagogic personnel. Based on the interactive approach, effective methods of organizing lesson processes and teaching students to think creatively are presented.

KEYWORDS

Interactive methods, modern educational technologies, creativity, creative thinking, intellectuality, pedagogical skill, logical thinking.

INTRODUCTION

In recent years, within the framework of the "Strategy of Actions" and its logical continuation, the "Strategy of Development", in our Republic, significant reforms have been implemented in order to regularly improve the continuous education system, provide quality education and train qualified personnel, like developed countries. To implement such reforms, it is necessary to pay attention to the quality of education and constantly increase the productivity of work in this field. After all, the development of the nation and the people, increasing its intellectual potential depends on the work of teachers. A teacher is an important link in conveying the secrets of science, spiritual and cultural heritage to young people. Therefore, it is necessary to create the necessary conditions for future teachers to fully demonstrate their potential, and to provide them with social, legal, and material support. Today, increasing the quality assurance and control of education in higher education institutions on the basis of foreign experiences shows the relevance and

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necessity of this topic today. In order to ensure the competitiveness of personnel, foreign experiences are necessary today in adapting training to new modern educational technologies, developing modern methods and principles, and putting them into practice.

THE MAIN PART

It is the duty of pedagogues to educate future teachers as mature specialists in their field, first of all, to form their scientific and economic thinking, to develop and implement interactive methods that show creative qualities in them. Therefore, it is necessary for a teacher of higher education to be pedagogically, psychologically, and methodically mature in all respects, to be able to set an example for young people. In order for the teacher to interest the students in the lesson process, it is necessary to have enough modern technological knowledge, to be aware of foreign experiences, and in general to be skilled, creative, and have skillful acting skills that can arouse interest in students. While not introducing the lesson only in the traditional uniform system, the creation of a non-traditional form of education should be able to put the student's personality in the center of the lesson process. For this purpose, it is necessary for the teacher to have rich theoretical knowledge and practical skills [1, 2].

Because the more theoretical knowledge a teacher has, the more creative he will be. In order to prepare future teachers creatively, the teacher first of all needs pedagogical skills. A skilled teacher can demonstrate all kinds of interactivity.

What is interactivity? Interactive means interactive action. "Interactivity" is a way for a teacher to show his activity in the pedagogical process, organize an active communication process with students and influence them.

Interactivity among students can be understood as active communication processes, such as student-teacher, student-student. That is, the student can freely and independently express his opinion to the teacher and share his opinion with his peers. The essence of interactive methods is that it is discussed on different branches of the topic. For example, the problem is studied in terms of positive and negative aspects, advantages, merits and demerits, benefits and harms.

The interactive method provides an opportunity to successfully develop critical, analytical, clear logical thinking, and to systematically express and defend students' independent ideas and opinions in written and oral form.

METHODOLOGY AND RESULT

The number of interactive methods is unlimited, and effective methods such as "Brainstorming" method, "Boomerang' technology, "Collaborative teaching" technology, and "Working in small groups" method are among the methods that show creative qualities in students and are effective in continuous lesson processes. and technologies exist, and we will dwell on their role in the development of student creativity.

"Brainstorming" method. This method was based on Ye.A.Alexandrov and revised by G.Ya.Bush. The essence of this method is to help each student performing certain tasks among the team to realize their personal potential and to create the ability of students to put forward an idea against the opinion expressed by a certain team (group). Creative ideas

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arise spontaneously in students. Training based on the use of this method is organized in several stages.

Stage 1. Forming small groups that include students who are close to each other in spirit and are numerically equal.

Stage 2. Identifying the objectives arising from the nature of the task or assignments assigned to the groups.

Stage 3. Development of certain creative ideas by groups (solution of tasks).

Stage 4. Discuss the solutions to the tasks, classify them into categories according to their correctness.

Stage 5. Re-categorization of task solutions, i.e. evaluating them based on such criteria as the degree of accuracy, the time spent to find the solution, the clear and clear description of the solutions.

Step 6. Discussing certain critical comments about the solutions of assignments in the initial stages and coming to a single conclusion about them.

The advantage of this method is that it encourages students to express more new creative ideas:

– achieving thorough experience of certain theoretical knowledge by students;

– efficient use of time;

– encourage every student to be active;

– forming the ability of free creative thinking in them.

"Boomerang technology". This technology aims to help students to work with various literature and texts during the lesson, outside of the lesson, to remember the learned material, to be able to speak, to express their opinion freely, and to be able to evaluate all students during one lesson. In the process of using this technology, control the extent to which the materials distributed to the audience are mastered by them individually and in groups, as well as through mutual discussion, various questions, handouts and texts. Creating an opportunity for students to acquire grade points during the training, which increases students' motivation for the lesson, they learn to think creatively.

"Cooperative learning" technology. This technology was developed in 1987 by professors D. Johnson and R. Johnson of the University of Minnesota and is one of the most effective technologies. In this case, small groups are formed and debates are conducted in cooperation. Each group performs a certain part of the task to be performed in the lesson and exchanges with other groups.

All participants will be aware of the opinions of all groups. This increases students' creative ideas. As a result of the complete completion of the group tasks, the comprehensive mastering of the educational material is achieved. The main principles of this technology are team awarding, individual approach to students, creation of equal opportunities for success [3, 4].

"Working in small groups" method. This method consists of 4, 5 small groups. The teacher explains the essence of the topic to the groups, and then students' independent work is organized. The educational assignments given to students are divided into 4 parts, and each student performs a certain part of the assignment. At the end of the task, each student will independently think creatively about the task he has completed and teach his friends, then the group

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members will make a general conclusion about the task. The teacher listens to the information of each small group and evaluates knowledge using test questions. Educational activities of students in small groups can be organized in the form of a game (tournament, competition) or individually. This method encourages students to be active [5]. The lesson will achieve its goal only when the student is active, and this is the purpose of using this method:

- study the need to introduce modern educational technologies in the educational process of educational institutions;
- study advanced foreign experiences on modern educational technologies and choose appropriate technologies;
- defining the necessary conditions for the application of interactive methods to the educational process;

It consists in the analysis of the state of application and use of the types and forms of interactive methods in the teaching process based on the nature of the subject.

1) They memorize, understand, collect, think creatively.

2) Under the direct guidance of the teacher, they analyze, compare, generalize, perform practical actions according to the sample.

3) In the process of solving problems, they independently search, independently determine creative ways and means of achieving the expected result.

The higher the level of interactivity in lesson processes, the more creatively thinking, active, and independent creative individuals are formed.

We remark that in the papers [6-8] an application of mathematical statistics in assessing the effectiveness of teaching through software learning tools are given. In the paper [9] the methodology of improving the professional activity of the future teacher of technology on the basis of modern educational technologies is described. In the paper [10] the didactic foundations for the development of creative thinking in future teachers is discussed.

CONCLUSIONS

The conclusion is that interactivity is not only for passive reception of information, but also creates activity in the studied objects or processes and in the interaction of teachers and students. The use of interactive methods in educational processes begins with preparing future teachers for this process and improving their professional skills. For this purpose, it is appropriate to organize interactive seminars, trainings, special purpose courses, and ongoing educational processes to prepare future teachers as creative thinkers.

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