

THE USE OF EDUCATIONAL TECHNOLOGY IN THE DESIGN OF LESSONS: PROBLEMS AND SOLUTIONS

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Abstract

In this article we will talk about the “quest” technology in the planning, design of the school lessons, its features, types and problems and solutions of their application in education.

Keywords: designing, educational technology, quest technology, extrication-quest, web-quest, linear quest, attack quest, ring quest.

Introduction

The present time is the time of changes all over the world. Society is interested in people of a high professional level and business qualities who can make non-standard decisions that know creative thinking. Therefore, first of all, the development of the educational sphere, the modernization of the educational process is a great responsibility before each pedagogical staff. President of the Republic of Uzbekistan Sh.Miziyoyev also noted that one of the priorities of the state development is education and quality education.

It is known to us that the 187th of the Cabinet of Ministers of the Republic of Uzbekistan adopted on April 6, 2017 on the basis of a competitive approach, the purpose of state educational standards is also the organization of the general secondary education system based on socio — economic reforms carried out in the country, the advanced experience of developed foreign countries This task requires the introduction of a systematic and active approach to the organization of the educational process in the Modern School, which in turn is associated with the main changes in the activities of the teacher, which implement the new standard. It is also important that educational technologies change.

Main part

Therefore, traditional school classes, which carried out the classical model of education, became ineffective. The greater responsibility before the pedagogical staff increases, the selection and application of educational technologies aimed at the practical application of theoretical knowledge in the process of the development of the child's personality becomes a problem.

Through the application of new technologies in the educational process, the withdrawal from the traditional lesson allows to eliminate the monotony of the educational environment and the monotony of the educational process, create conditions for changing the activities of students, and allow the implementation of the principles of health care. Depending on the content of the topic, the objectives of the lesson, the level of preparation of the students, their ability to meet the educational requirements, the age category of the students, it is recommended to choose the technology.

Educational technology is a process-based system of joint activities of students and teachers on the design (planning), organization, orientation and adjustment of the educational

process, a method of achieving a certain result in ensuring favorable conditions for the participants.

Another effective variant of educational technology in the design of lessons is the so-called Quest method. Educational quest is a problematic task, aimed at solving, with elements of the game that play a role in which information resources can be used.

Quest technology is a game technology, which gradually increases the level of difficulty, as well as the solution of each given task will serve as the key to the next task.

The term "Quest" was first proposed as educational technology by Bernie Dodj, a professor of educational technology at the University of San Diego, USA, in 1995. It began to be used in Russian education from the 2000-years. In Uzbekistan, this technology was introduced in 2010 with the concept of “Web-quest” technology. But despite this, the use of this technology in the field of Education has not become so popular. Because the design of lessons on the basis of this technology requires creativity, strong professional competence from pedagogical staff.

Quest technology allows students to analyze problematic situations in the educational process and conduct small discussions, create a positive atmosphere for free, active, creative and emotional activity during the lessons, as well as create conditions for self-organization of collective activities of students. At the same time, this technology allows students to actively apply their knowledge, skills and skills in practice, kengaytiradi independent thinking skills. The application of Quest technology in the educational process can be carried out in two different ways.

- Short-term (used for deepening knowledge, integration of topics, designed for one or two lessons).
- Long-term (designed for several lessons (1-2 weeks, 1 month or 1 year).

The main type of Quest technology can be divided into two: web quests and exorcism quests.

- **Exorcism** quest is a technology designed to develop the research, analytical and creative abilities of students and is aimed at solving the problem in an exorcism style. This technology is carried out outside the classroom (in the courtyard of the school or in the area, which is limited to a certain place).
- **Web-quest** technology - users will have to use their internet resources to perform a specific task. This technology will be able to be implemented in a closed area (classroom, hall of activists, etc.).

During the training process, the quest technology is divided into linear, attack, ring quests types. They are classified as follows.

Linear quest-the tasks of the researcher are solved one by one in a row.

Attack quest-participants are required to use tips to develop different expectations and ideas to solve a problem.

Ring quest-the same as chain quest, but in the end the participants will come to the starting point, that is, the whole line will pass along the circle.

In designing lessons based on Quest technology, the teacher will be able to:

- Taking into account the age characteristics of the reader;
- Considering the size of the room, capacity to choose the playing field;

- Create conditions for students to move freely in the game processes;
- Correct selection of the type of Quest technology suitable for the subject of the lesson;
- When developing the stages of Quest technology, it will be necessary to take into account the distribution of lessons and the time of implementation.

The lesson, created on the basis of Quest technology, has the following advantages:

- evokes strong motivation in students.
- draws the attention of students.
- to develop the ability of the reader to think logically and critically.
- formation of friendly communication with teammates.
- provides a free movement path.

Conclusions

Thus, The Quest is an innovative form of organizing the educational activities of the students in the process of the lesson, which helps develop the active position of the students in solving the problems of the game searching a form in which the student begins to develop himself as a creative, physically healthy person.

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