FORMATION OF CREATIVITY OF PRIMARY SCHOOL STUDENTS

D.A. Kulboyeva.,
Jizzakh state pedagogical university teacher.

Abstract: *In this state of advice, information and ideas about it, how to form using various materials on lesson technologies.*

Keywords: *Primary school students, technology, creativity, various materials, materials used in science, tools used.*

In our republic, it is important to educate a creative, well-rounded person who thinks innovatively in the field of education. According to the decision of the President of the Republic of Uzbekistan dated September 5, 2018 "On measures to introduce new management principles into the education system" No. PQ-3931:

- Organization of schools of technical creativity and artistic creativity in the Republic;

- development of the education system through:

- establishment and sale of "Art Shop" electronic stores in order to popularize the creative works of students and youth, as well as to sell products created by members of children's schools;

- it is an important task to introduce the "STEAM - education" (Science - natural sciences, Technology - technologies, Engineering - engineering, Art - art, Mathematics - mathematics) program in children's schools from the 2020/2021 academic year.[1]

Development of an educational (STEAM) program for the development of creative abilities for elementary school students. offers STEAM education, a new form of creativity education that provides hands-on and hands-on training to solve complex real-world problems through creativity using a variety of computing devices. -As a first step to effectively enter this field, a STEAM classroom model was developed and a teaching and learning instructional plan was developed as a strategy to manage the program, and the validity of the program was confirmed by experts in the field of computer education information. The results of this research will improve the concepts of STEAM, which will help creative and active problem solving in the future schools of the 21st century, and will provide basic information for the development of different teaching methods for the convergence of education in the future. Among the many goals of STEAM education is to increase students' curiosity and understanding, to train the creative science technical workforce needed for future society by fostering convergent thinking problem-solving skills and future national competitiveness. and is directly related to the capabilities of technological talent. Traditional school education is based on textbooks, emphasizing the connection between theories and concepts in mathematics and science, as well as real life. We need to focus on one-sided delivery of established academic concepts. In which areas of society is the educational content used?

First, it focuses on experiencing what to learn and why to learn it, then developing real-life and problem-solving skills through a process of designing, learning, and experimenting. Today,

[1] Resolution of the president of the Republic of Uzbekistan dated September 5, 2018 “on measures to introduce new management principles into the education system” PP-3931

ISSN 2277-3630 (online), Published by International journal of Social Sciences & Interdisciplinary Research., under Volume: 11 Issue: 10 in October-2022
https://www.gejournal.net/index.php/IJSSIR

despite the educational importance of the wide range of possibilities of computer technology in school education, game computer technology is still an "innovative" technology in teaching elementary school students, and many leading countries have national development programs. One of the popular and widely used constructions is the three-dimensional models of the real world and environment for the child's learning and development. Constructivism helps students to implement and assemble their ideas, and models are to imagine and see the final result. Robotics provides children with the technology of the 21st century, promotes the development of their communication skills, the development of skills, interaction in decision-making, creativity and independence reveal them. It is also used in the implementation of a wide range. The possibilities of games, computers, technologies are an environment that develops the subject of construction, and in the process of teaching young people, the knowledge activity of schoolchildren is increased. The use of gaming computer technologies increases the knowledge of elementary school students.

STEM-education is a partially modular primary education program aimed at developing creative and intellectual abilities and engaging in scientific and technical creativity in the process of knowledge activity. Also, it can be successfully used in extracurricular activities within the main educational program of primary general education, and each of its sections - educational modules - is independent both in the above educational organizations and in the additional education system. can be applied. Preparing students for life in the future society, which first of all requires special creative and intellectual abilities aimed at working with rapidly changing information. We can say that the development of the skills of receiving, processing and practical use of received information is the basis of the STEAM educational program. The STEAM approach gives children the opportunity to systematically study the world, delve into the logic of the surrounding phenomena, discover and understand their interrelationships, and discover new, unusually creative and very interesting things for themselves. Also, getting to know something new helps to develop interest and cognitive activity; All this provides a completely new, higher level of the child's development and creates wider opportunities in the future when choosing a profession. Each module focuses on solving specific problems that, when addressed comprehensively, ensure the realization of the goals of STEAM education. Each separate module includes a thematic selection of manuals that provide a comprehensive approach to the implementation of educational tasks for the development of intellectual creativity skills in the process of knowledge activity and the involvement of young children in scientific and technical creativity. Such education, of course, can only be creative, it creates conditions for the child to search for his own development path according to what is interesting to him. STEAM technology in elementary school What to learn and teach to achieve personal development of every child living in a high-tech world. It is important for each child to understand in time what direction he is interested in, so that he continues to develop in this direction at school.

Therefore, today the teacher has responsible tasks to teach children to develop intuition, establish cooperative relationships, look for patterns, and solve open problems: It is known that today the flow of information is very large and the means of entertainment are very diverse, and a child can get lost in a huge digital world.

School education should be consistent with progressive development goals. The integrated learning process, including research and subject-practical activities, allows children to get to know inanimate natural objects in the field of natural science and helps them acquire basic skills in designing and programming models. It creates the best foundation for a promising future for our children.

How does the STEAM approach affect academic performance?

The main idea behind the STEAM approach is that practice is as important as theoretical knowledge. That is, during learning, we need to work not only with our brain, but also with our hands. Learning only in the classroom is not keeping pace with the fast-changing world, but the main

ISSN 2277-3630 (online), Published by International journal of Social Sciences & Interdisciplinary Research., under Volume: 11 Issue: 10 in October-2022
https://www.gejournal.net/index.php/IJSSIR

difference of the STEAM approach is that children use both their brains and hands to successfully learn about different subjects. They "take out" the knowledge they have received. Why should you apply economic education in another school?

Activates interest in mathematics and science.

- It helps to acquire knowledge in the fields of technology, robotics, and design.

-Helps develop creativity and communication skills.

- helps to identify the child's potential early and professional self-determination. When organizing work using STEAM technology, the main pedagogical principles should be taken into account:

integrality, which determines the achievement of the goal, the content of education, its forms and methods, and the interdependence of all components of the educational process;

- the development of deep and meaningful knowledge based on the child's unique cognitive activity, which ensures the identification of logical connections between the known and the unknown, understands the cause-and-effect relationship between objects and events consciousness and activity involving. taking into account the individual interests of the student;

consistency, ensuring the connection between the content and forms of education depending on the age of students;

- availability and consistency that ensures the unity of relations between education and upbringing of the child;

- compatibility with nature, which ensures upbringing and education of a child in accordance with the laws of physical and spiritual development;

- unity of mutual cooperation between family and educational institutions in child upbringing and education. In addition to what is learned at school, the main content of additional education is usually practice-oriented. Here, the child independently searches for ways to solve practical problems, acquires knowledge while studying and observing objects and natural phenomena. Such education, of course. It can only be creative, it creates conditions for the child to search for ways of development according to what is interesting to him.

In conclusion, it can be said that in the organization of each technology lesson, elementary school students know the importance of forming creativity and consciously approach this process.

REFERENCES:

1. Mirziyoyev Sh.M. “Buyuk kelajagimizni mard va olijanob xalqimiz bilan birga quramiz”. Toshkent: “O’zbekiston”, 2017. -488 b.

2. O’zbekiston Respublikasi Prezidentining Farmoni. «Yoshlarga oid davlat siyosati samaradorligini oshirish va o’zbekiston yoshlar ittifoqi faoliyatini qo’llab-quvvatlash to’g’risida» 05.07.2017 y.

3. Abduraimova G.O. Bo‘lajak boshlang‘ich sinf o‘qituvchilarini texnologiya fanini o‘qitishga metodik tayyorgarligini takomillashtirish // Maktabgacha ta’limda davlat va nodavlat sektorini rivojlantirish: yangi shakllar va ta’lim mazmuni. Xalqaro ilmiy-amaliy konferensiya materiallari. – Toshkent. 2019. – B. 23 – 26.

4. Sanaqulov H.R, Meliboeva S.S, Abduraimova G.O. Mehnat va uni o’qitish metodikasi. Darslik. –T. 2019.

5. M.B.Tursunova, Saidova Farangiz Ne’Matjon Qizi TA'LIM-TARBIYA JARAYONIDA MILLIY QADRIYATLARNING O‘RNI // SAI. 2022. №B2. URL: https://cyberleninka.ru/article/n/talim-tarbiya-jarayonida-milliy-qadriyatlarning-o-rni (дата обращения: 18.10.2022).

6. Tursunova, M. (2021). Opportunities and Pedagogical Conditions for the Organization of Integrated Lessons in the Field of Mathematics and Science Education. Annals of the Romanian Society for Cell Biology, 474-478.

ISSN 2277-3630 (online), Published by International journal of Social Sciences & Interdisciplinary Research., under Volume: 11 Issue: 10 in October-2022
https://www.gejournal.net/index.php/IJSSIR