



INTERACTIVE IN TECHNOLOGY EDUCATION LESSONS USE OF METHODS

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Abstract:An integrated approach to technology in classes, creation and use of practical knowledge in the course of training, and ways and means of using innovations and interactive methods in the educational process are shown.

Key words: Pedagogical technologies, innovation, interactive methods, cooperative pedagogy.

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¹Mirziyoyev Sh.M. Great our future brave and noble our people baby together we build -T.: " Uzbekistan " , 2017. - 488 p.

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GAME "PROTECTION OF PROFESSIONAL INTERESTS WITHIN THE FAMILY CIRCLE".

The purpose of the game : to teach the student to defend his chosen profession in front of parents (friends, teachers, etc.).

This game can be used independently and as a preparation game for the "Career Advice" game.²

The game is intended for students of grades 8-9. A group of 2-3 people participates in the game. The game lasts 15-20 minutes. A separate room is required for the game (a corner of the classroom or a "Professional Advice" game can also be organized together).

Procedure of the game

The game does not require a special preparation stage.

Stage 1. Students are assigned roles: "students" (the child himself), his "parents" or "relatives" (uncle, mother, grandmother, older sister, etc.)

Stage 2. The leader (psychologist) reads the instructions aloud.

Instruction : Imagine that the student comes home and expresses his career goals (if the career has not yet been chosen, the student does not care what the career is and has not thought about it at all can say). His parents oppose his decision and try to dissuade him from this idea. As a result, a dispute arises, in which case, whoever's arguments are more convincing, they begin to justify it. It is not necessary to force thoughts, forcing means that thoughts are weak.

3rd stage . The host tells the participants to sit down and start the game. The leader should be less involved in this game than in the game "Professional advice".

Step 4. Discuss the game

If the game is used in "Professional Advice" it can be approached without discussion. On the contrary, when it is organized independently, paying special attention to the attitude of each of the participants, it is discussed whether the students' plans for choosing a profession are properly structured or not.

Diagnostic possibilities of the role-playing game

The fact that the students were able to express the behavior of their parents in this similar situation allows the game to get information about their own parents. However, some caution is needed when discussing such data, as students may have impersonated the parents of others.

Difficulties encountered during the game

Students get so excited about their roles in the game that they forget about its main purpose. In such cases, the starter can take the role of "grandfather" in the game and return the reins of the game. In some cases, the inability of students to work cooperatively in the process of the game leads to the incomplete solution of the problem.³

Game development prospects

Based on the results of this game, it is possible to formulate the rules for conducting a conversation with the students' parents on the subject of their career choice. If the game is organized with the participation of children and their parents, it will look more positive and lively. Therefore, when organizing the game "Discussion of professional interests in the family circle" together with "Professional advice", the following procedure should be followed:⁴

1. General instructions for participants.

The distribution of roles will be as follows: two career counselors, a family of 3-4 members.

2. The scene of a family dispute in the family is performed (according to the game "Discussion of professional interests in the family circle"). Consultants are outgoing and professional

2 Ibragimova, M., & G'ulomovna, I. M. (2023). Development of Small Business and Private Entrepreneurial Activity Through Vocational Direction. *Journal of Research in Innovative Teaching and Inclusive Learning*, 1(1), 41-43.

3 Ibragimova, M. G. (2022). O 'RTA UMUMTA'LIM MAKTABLARIDA KASB-HUNARGA YO 'NALTIRISH. *PEDAGOGS jurnali*, 4(1), 174-182

4 Ibragimova, M. G. (2019). NEW SEWING TECHNOLOGIES IN LABOR TRAINING. *Current scientific research V modern world* , (2-5), 113-116.

they get acquainted with the general structure of the consultation. The whole stage is intended for 10-15 minutes.

Thus , family members and counselors are specially prepared for the "Professional Counseling" game .

4. Vocational counselors advise students in the presence of their parents. Counselors do not use a counseling procedure sheet. If the organization of advice is not well mastered by them, then the leader can suggest that they look at its organization scheme during the game.

Experiments show that this version of the game "Vocational Advice" takes a lot of time (the initial execution of the game takes at least an hour).

In summary: The science of technology and its teaching methodology requires the proper use of modern information and pedagogical technologies to carry out educational and educational work. Textbooks, instructional manuals, and technical tools should be used in school so that students can diligently master the science of technology.

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