

**INTERACTIVE TEACHING PREPARATION FOR PROFESSIONAL ACTIVITY IN
HIGHER EDUCATIONAL INSTITUTIONS***M.S.Usmonova,S.R.Otajonova, S.X.Tojiboeva**Kokand State University*

Abstract: This article discusses the use of interactive educational technologies in higher education institutions as a factor in preparing students for professional activity.

Keywords: information technologies, interactive software, electronic complex, electronic resource, organizational-management, educational-motivational, cognitive, technological, creative.

In the context of adapting the global education system to sustainable development trends, improving interactive educational strategies and mechanisms in the field of biology based on modern development principles, training creative specialists who think differently and can plan their activities in new areas of biology such as biotechnology, molecular cloning, computer microscopy, retroselective monitoring, and nanotechnology is a priority. This, in turn, is important because it is aimed at the pedagogical and psychological solution of the issues of effective use of electronic educational resources, high-quality implementation of interactive educational services, and integration of pedagogical processes and the educational environment with active information exchange processes.

Higher education requires not only increasing the level of knowledge of students, but also fundamentally changing their ways of thinking. An important variable factor is not why to teach in a higher educational institution, but how to organize teaching. It is this factor that serves to accelerate the knowledge, intellectual, creative development of students, the formation of professional readiness and ensure successful socialization in the future. In order to successfully organize teaching in educational institutions, it is necessary to achieve a high level of general intellectual development of students, such as thinking, imagination, memory, attention, intelligence, breadth of interest in knowledge, and high-level mastery of logical operations. This, in turn, requires new methods of teaching. In modern educational conditions, interactive teaching has significantly changed the structure of attitudes towards students in ensuring the effective assimilation of knowledge and the formation of professional skills and qualifications. This unique new form requires the use of various teaching tools, methods, and styles, as well as the collaborative work of students and teachers.

Interactive educational technology, unlike reproducible, requires the organization of teaching on the basis of productive creative activity. Each of them, in essence, emerged as a means of managing the process of developing cognitive activity. In the system of active technologies, problem situations are analyzed and solved by the teacher and the student in cooperation. In interactive technologies, finding a solution to the problem is a collective solution with the active participation of the teacher and all group members in the process of situation analysis

and game design. If the participation of the entire audience in solving a problem situation is ensured, active technology becomes interactive.

Interactivity (English interaction - "interaction") is a concept that describes the nature and degree of interaction between objects. It is most often used in the fields of computer science theory, computer science and programming, as well as in telecommunications, sociology, industrial design and other systems.

Interactivity is a principle of organizing systems that aims to achieve information exchange between system elements.

Interactivity elements are all elements of systems that interact with another system (human-user).

Interactive learning is based on teaching methods. In interactive learning, three important aspects of the teacher-student interaction should be considered:

- communicative - here there is an exchange of knowledge, skills, ideas. Active interaction between subject and subject; the emotional impact of subjects in cooperation is important;
- interactive - all types of cognitive processes are activated, effective assimilation of knowledge, ability to apply it in practical activities, synthesis of knowledge with new ones based on integration;
- Perception - the process of perception and knowledge of the subjects of education in solving professional and management problems, and on this basis, mutual understanding, and their interaction with the people around them.

The effective use of information and communication technologies and interactive software tools in the educational process of higher educational institutions in the "Biology Teaching Methodology" direction leads to methodological improvement of the system of preparing students for professional activity.

In the context of information and communication technologies, the composition and capabilities of the components of educational environments are expanded: the content of the basic and professional-pedagogical competencies (motivational-value, cognitive-active, personal-reflexive) of future biology teachers is improved, directed towards active information exchange, design activities in the electronic environment, and the use of interactive methods.

It provides students with the ability to learn biology through interactive technologies, preparing them for professional activities, and developing their skills at the organizational-management, explanatory-motivational, cognitive, technological, and creative levels based on the development stages of the process.

biology education allows for the optimization of study time and the implementation of quick methods for monitoring the level of student knowledge in an e-learning environment based on the Moodle system, QR code technology, and systematic organization of monitoring.



In conclusion, interactive education serves to ensure active cooperation between teachers and students, improve interpersonal relationships, and provide cultural enrichment. Thus, the organization of interactive education is a necessary condition for designing the educational process in a higher educational institution, a guarantee of training high-quality specialists.

Used literature:

1. Klarin MV Innovation and human pedagogy. M.: Nauka, 1997. - 223 p.
2. Okin V. Vvedeniye v obshchuyu didaktiku. - M.: Vyssh. Shk., 1990. - 246 p.
3. Ananyev BG Izbrannyye psichologicheskiye grudy. — M.: Pedagogy. - T. 1. -1980. - 230 s.
4. Krgasheva OS Strategies for improving the effective use of interactive software in Biological Education and European Sciences review. Scientific journal No. 1-2 (January-February), - Austria. 2018. #1. P. 181 183.