

THE ESSENCE OF USING STEAM EDUCATION TECHNOLOGY IN PRIMARY EDUCATION**Qudratova Shaxnoza Baxtiyor kizi**

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Annotation: This article provides a brief overview of STEAM educational technology and detailed information on the importance of using this technology in primary education.

Key words: STEAM technology, quality of education, integration, science, technology, engineering, art, mathematics.

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Annotatsiya: Ushbu maqolada STEAM ta‘lim texnologiyasi haqida qisqacha ma‘lumot va ushbu texnologiyadan boshlang‘ich ta‘limda foydalanishning mohiyati to‘g‘risida batafsil ma‘lumot beriladi.

Kalit so‘zlar: STEAM texnologiyasi, ta‘lim sifati, integratsiya, fan, texnologiya, muhandislik, san‘at, matematika .

СУТЬ ИСПОЛЬЗОВАНИЯ ТЕХНОЛОГИИ STEAM В НАЧАЛЬНОМ ОБРАЗОВАНИИ

Аннотация: В данной статье представлена краткая информация о технологии STEAM и подробно рассмотрена значимость её применения в начальном образовании.

Ключевые слова: STEAM-технология; качество образования; интеграция; наука; технология; инженерия; искусство; математика.

STEAM is one of the innovative techniques that is currently the most fundamental tradition of the world education system, and with this method, disciplines are taught not in separate networks, but in an integrated way, indicating a common connection. It is impossible to imagine our world without technology. Even after this, technological development will continue, and STEAM skills are considered the basis of this-development. STEAM inspires children. Children do research as explorers and scientists, know the possibilities of technologies, create as engineers, think like mathematicians, and of course children play with pleasure. Taking into account the growing popularity and effectiveness of STEAM sciences, at the initiative of our President, STEAM Sciences began to be held as a textbook in presidential schools.

STEAM training is integrated training within a scientific technical concept based on real-life requirements. The phrase was first proposed by American bacterologist Rita Colwell in 1990 for inclusion in science. However, it began to be actively used as early as 2000. The most famous example of the STEAM approach is the Massachusetts Institute of Technology (MIT). The motto of this famous university is "Mind and hand" "mind and hand". The Massachusetts Institute of Technology has developed STEAM courses and even created STEAM education centers in some educational institutions.

The essence of using STEAM Educational Technology (Science – Science, Technology – Technology, Engineering – Engineering, Art – Art, Mathematics – Mathematics) in elementary education is that it serves to form integrated, creative and practical thinking in students.

The following aspects make up its main essence:

Science integration: the STEAM approach applies science, technology, engineering, art and mathematics in a single process. For example, a mathematics lesson connects with physical experience, with art and technology. This will help children apply their knowledge in life situations.

Practical and project-based teaching: learners reinforce theoretical knowledge through a self-made project, experiment, or small inventions. This process trains them in active, inquisitive and independent thinking.

Creativity and problem-solving skills development: STEAM technology encourages students to approach various problems creatively. In the process of finding a solution, they learn to work in a group, communicate, try different ideas.

Introduction to modern technologies: teaching digital technologies, elements of robotics, simple fundamentals of programming from elementary grades shapes them as a competitive frame of the future.

Support for personal interests: in the STEAM learning process, special attention is paid to the individual talents and interests of children. This further encourages them to read.

Students learn to observe, experiment and draw conclusions. Game elements, experiments, modeling processes increase natural interest in children. In the development of analytical and critical thinking, each task requires an understanding of the cause and effect. Forms technological literacy from an early age: Children learn to work with computers, tablets, software tools. As disciplines that prepare for future professions, interest in the fields of Engineering, IT, design and research arises from an early age.

Boshlang'ich ta'limda STEAM texnologiyasidan foydalanish – bolalarning bilimni amaliyot bilan bog'lash, ularni mustaqil, kreativ va tanqidiy fikrlovchi shaxslar sifatida tarbiyalashning eng samarali yo'llaridan biridir. Bu metod kelajakda ularning ilmiy-texnik salohiyatini oshirishga va innovatsion fikrlashni rivojlantirishga zamin yaratadi.

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