

**METHODS OF ORGANIZING COMPUTER LITERACY ACTIVITIES IN
PRESCHOOL CHILDREN 6-7 YEARS OLD****Suvanova Nodirabegim Sadir kizi**

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Annotation: In this article, one of the most relevant topics of today is the ability to use computer technologies correctly in the educational process, the importance of computer technologies for children and the formation of a culture of effective use of information in the educational process, the use of multimedia tools. and now the interaction of information on children is covered more widely.

Key words: preschool education, information, culture, educational process, computer technologies for children, multimedia tools in preschool educational organizations.

Аннотация: В данной статье как правильно использовать компьютерные технологии в образовательном процессе, значение компьютерных технологий для детей и формирование культуры эффективного использования информации в образовательном процессе, использование мультимедийных средств, а теперь взаимодействие информации о детях освещается более широко.

Ключевые слова: дошкольное образование, информация, культура, образовательный процесс, компьютерные технологии для детей, мультимедийные средства в дошкольных образовательных организациях.

The education system is one of the most rapidly developing systems, because the information society requires people with new knowledge. In recent years, the number of personal computers has been increasing, and many families are using computer programs not only in their professional work, but also to educate their children. Many interesting and useful educational and training computer games for children, methods for their use in preschool educational organizations have been developed.

Psychological readiness for life in the information society, elementary computer literacy, the culture of using a personal computer as a tool for solving problems in activities are now becoming necessary for every person, regardless of their profession. All this puts forward qualitatively new requirements for preschool education - the first stage of continuous education, one of the main tasks of which is to create an enriched development potential of the child's personality. An important condition for such an update is the use of new information technologies, the Internet. The Internet in preschool education organically coexists with traditional educational tools and enters life in the preschool period, increases the quality of education, contributes to the development of the child as a creative personality. Each person in the process of continuous education should master not only traditional, but also the newest means of carrying out their activities.

The process of mastering computer literacy in education requires taking into account the human factor. After all, early childhood is not only the source of human talent, but also a period of mental weakness, mental retardation. Therefore, introducing new things into the lives of preschool children should always be done with great care. "Help, but do not harm!" The principle that should be followed by introducing a computer into children's education.

Today, in modern didactics, it is very relevant that the computer is considered in two ways: as a teaching tool and as an object of learning. Most often, they are limited to the first direction: the computer is used as a means of teaching various games and educational programs. However, the computer, as a completely new technical device, can fully influence the development of the child if both directions are taken into account.

Then the computer becomes a means of knowing the surrounding reality. The computer as an object of learning expands the boundaries in the field of preparing the child for school. The range of knowledge and skills that he needs is determined solely by the need to use the computer as a means of intellectual activity (corresponding to the level of development of the preschool child). Indeed, the use of information technologies in the education system in our country today has a positive impact on increasing the effectiveness of education. We can see this in the following examples:

- Children, teachers, and researchers will have the opportunity to watch videos using the world's leading scientific and methodological literature;
- They will have the opportunity to exchange methods and experiences with employees of preschool educational organizations located far away;
- have the opportunity to organize video conferences on various topics within the preschool educational organization itself;
- teachers will use it more widely in open classes and in their daily pedagogical activities;
- will have access to distance learning, information exchange, and many other opportunities.

It can be noted that the use of modern information technologies in preschool educational organizations and their constant implementation in practice creates broad opportunities for the use of modern innovative methods in the process of interaction between teachers and children. Currently, the requirements for the use of computers in preschool educational organizations are:

- ✓ methodological support for the use of multimedia technology in the training of school preparatory groups;
- ✓ methodology for the formation of computer literacy of pupils of school preparatory groups;
- ✓ computer programs of educational and developing games and their use in the process of training of school preparatory groups of preschool educational organizations;
- ✓ educational and methodological manual containing training developments on the use of multimedia and information technology in preschool educational organizations;
- ✓ multimedia tools intended for the training process of preschool educational organizations.

Tasks for familiarization with a computer and mastering computer technologies:

- ❖ To introduce children to the world of information culture, to prepare them to master the ideas of computer science.
- ❖ To form skills in working with a personal computer (Paint, Microsoft Word, PowerPoint).
- ❖ To familiarize themselves with the media player interface, the basic principles of computer animation).
- ❖ To teach children to navigate in meaningful links of the information flow, to build logical chains from them, to draw conclusions, to interpret independently.
- ❖ Teaches color and spatial perception.
- ❖ Develops reaction speed.
- ❖ Expands vocabulary.

Develops logical thinking, communication skills, and motor skills. Observations show that 80-90% of children are interested in playing computer games. This indicates that it is possible to form the worldview and moral culture of young children by showing them various games,

activities, and colorful drawings, depending on their interests. This article sheds light on these issues and attempts to illuminate their theoretical aspects.

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