



Improving General Secondary School Lessons Based on Project Approach

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Abstract: In this article, in order to increase the effectiveness of education, the essence, content, methodology of designing the use of educational innovations in training sessions, as well as the appropriate selection of educational tools for organizing training based on existing conditions, their correct use in the training process, as well as the main tasks performed in the design of the educational process reviewed and interpreted.

Keywords: Design, education, student, pedagogical process, educational innovation, training, quality, result.

The main basis of modern pedagogical technologies is that it depends on the technologies chosen by the teacher and the student to achieve a guaranteed result from the set goal in cooperation, that is, every educational technology used in the teaching process to achieve a guaranteed result on the goal can organize cooperative activities between the teacher and the student, if the students can think independently, work creatively, search, and analyze during the learning process, to the group, and the group can assess them, the teacher can create opportunities and conditions for such activities, this teaching is the basis of the process. Each educational subject, educational subject has its own technology, that is, educational technology in the educational process is an individual process, it is a pedagogical process aimed at a goal-oriented, pre-planned and guaranteed result based on the needs of the student.

According to experts, interactive methods are collective thinking, that is, methods of pedagogical influence, which are components of educational content. The uniqueness of these methods is that they are implemented only through the joint activity of pedagogues and students.

The design of the educational process consists of the following three stages: - determination of educational goals and results; - development of control assignments and assessment criteria based on the results; - development of a technological map of the educational process.

In designing the educational process, it is necessary to correctly define the educational content, goal, expected result, correctly choose educational methods, forms and tools, develop specific criteria for evaluating students' knowledge, skills and qualifications in advance, pay attention to their correct implementation and harmony with each other within the time allotted for the training. is appropriate.

Learning goal - it determines the skills, personal qualities and behavior of the learner, which must be mastered, i.e. created, by the learner at the end of a specific educational process.

Learning objectives and outcomes are clearly measurable, realistic, and attainable. Setting a scientific problem.

A project is a product of action aimed at developing the content of pedagogical activity, guaranteeing its results based on a specific plan and goal.

The project appears in program, model, technological map and other forms. The basis of the project is a scientific or creative idea. Projecting is a practical action aimed at developing the content of an activity or process by estimating, predicting, and planning the expected result based on initial data.

Designing is based on the system "idea - goal - expected result - guess - predict - plan". Designing is carried out with the help of various tools, i.e. tangible objects, weapons, for example: computer technology, whatman or ordinary work paper, ruler, pencil, marker, copier (printer), etc.

To create a project, a pedagogue: - create a project; - step-by-step explanation of the process; - clearly defining the goal; - determination of appropriate tasks; - formation of the content of educational material; - developing a system of questions and assignments; - justification of the methodical structure of the process or event; - it is necessary for the student to have skills and qualifications such as diagnosing the level of knowledge and evaluating the level of education.

Designing the educational process - developing its project (scheme) taking into account all factors for the effective organization of a separate educational process. Laws of educational process design:

- 1) the effectiveness of the design of the educational process is ensured by the appropriate coverage of all components (technological process, technological process management, tools, information, socio-economic provision) in the project;
- 2) technological means of education are selected depending on the individual characteristics of students;
- 3) design strategies are selected according to the individual style of the pedagogue;
- 4) the quality of the design depends on the scope of feedback (between the teacher and the student), the content of the design, and the effectiveness of all factors. In the design of educational processes, it is necessary to correctly define the content of education, the goal of education, the expected result, the correct selection of educational methods, forms and tools, to develop in advance the specific criteria for evaluating the knowledge, skills and qualifications of students, to ensure their correct implementation and harmony with each other during the time allocated for the training. attention is considered appropriate.

In order to achieve the clarity of the purpose of the training session, the teacher is required to pay attention to the following:

- 1) the didactic process that occurs in the lesson can fully ensure the achievement of the educational goal under certain conditions and within the specified time;
- 2) the possibility of making a clear conclusion about the level of goal realization at the end of the training process.

Development of control tasks and assessment criteria - involves the development of control tasks based on the didactic purpose of the lesson, the expected result, the content of the educational material, the development of assessment criteria according to their size, level of completion, quality of completion, and time.

Selection of educational resources - based on the existing conditions, provides for the appropriate selection of educational tools for the organization of the teacher, student and lesson, their correct use in the educational process.

Among the educational tools for the teacher, the student and the organization of the lesson are the following:

Teaching and learning strategy - provides ways of conveying the specified educational materials to the minds of students, that is, the practical application of the selected educational methods and forms.

Choosing the type of lesson means choosing the didactic purpose of the lesson, the content of the educational material, the time allocated for the lesson, as well as the necessary conditions according to the teacher's skills.

The technological map of the lesson is the main core of the lesson development. It may vary depending on the type of lesson and the chosen methods. The technological map of the lesson will be discussed later in the lecture.

Designing the educational process: creating a project that serves to fully express the general essence of the pedagogical activity, which is organized on the basis of the trinity of project - content - activity.

The design of the educational process takes place in the following stages:

Step 1: create a project;

Stage 2: diagnosis of student activity;

3rd stage: organizing the pedagogical process;

Stage 4: ensuring the effective course of the pedagogical process;

Step 5: monitor student performance.

The main tasks performed in the design of the educational process are:

- 1) analysis of the content of pedagogical activity;
- 2) predicting the results;
- 3) create a project for the implementation of planned activities.

Definition of tasks:

Step 1. General pedagogical tasks (defined based on taking into account the features of the pedagogical process as a whole);

Step 2. Staged pedagogical tasks (determined taking into account the characteristics of a certain stage);

Step 3. Situational pedagogical tasks (defined taking into account specific situations);

If the tasks are defined, then it is necessary to create control tasks to determine the learning results. These can be oral, written, control questions or a test.

Criterion evaluation form is used in the evaluation of learners. This assessment is a form of assessment that consists in comparing and measuring the results of the evaluator's education, knowledge, skills and competences, based on predetermined educational goals, according to common and identical criteria for everyone. In this form of assessment, learners are evaluated fairly and objectively, and it is possible to better differentiate between strong groups. In short, it is necessary to bring the student to the center of education. The teacher should be able to see each lesson as a whole, to imagine the future course of the lesson. It is important for the teacher to draw up a technological map of the upcoming lesson, because the technological map of the lesson is created based on the nature of the subject, the subject taught for each subject, the capabilities and needs of the students. It is not easy to make such a technological map, because for this the teacher needs to be aware of pedagogy, psychology, special methods and information technologies, as well as to know a lot of methods and techniques.

The development of an educational activity is a project with an educational content, as well as a document that must be created by the teacher. The purpose of its creation is to plan the activity of the teacher in the process of training, to enrich the content of the lesson, and to increase the effectiveness of education. It is necessary to improve and perfect the development of educational training from year to year, to use new methods, and to update it with the introduction of new materials.

Therefore, with the introduction of new qualification requirements, educational programs, modern educational technologies, the use of new information technologies and modern technical tools by the teacher, the requirements for the development of educational training also change. There is no ready-made, standard template for training project (development). Because training should be organized

"live". Because of this nature of training, it cannot be pigeonholed. It may vary depending on the type of lesson and the chosen methods.

The design of the educational process is usually carried out with the help of technological passports and technological maps. Technological passport (in pedagogy) is a document that describes the main indicators of an educational or spiritual-educational event and their technological description.

Technological map (in pedagogy) is a document containing all the necessary information and instructions provided to pedagogues who perform the pedagogical (educational) process or provide technical service to a certain object.

Modeling is also commonly used in educational process design.

A model is a simplified, reduced (enlarged) or similar copy of a real, existing object. Modeling is the creation of a model that fully illuminates the general nature of a phenomenon, process or system.

The following types of models are used in the training process:

1. Educational models (used in the educational process; instructional tools, visual aids, simulators, educational programs).
2. Experimental models (used in conducting scientific and practical experiments; an enlarged or reduced copy of the object being designed).
3. Scientific and technical models (used in the study of processes and phenomena; devices, devices, tools, equipment and mechanisms).
4. Game models (used by the object in various situations to develop skills and competencies by performing various actions; computer, sports, economic, military, business games, etc.).
5. Imitation models (used not just to accurately reflect real reality to one degree or another, but to simulate it; various simulators, mechanisms that serve to perform practical actions).

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Summary. Making each lesson colorful and interesting depends on the planned technological map of the training session, which is carefully planned in advance. How to create a technological map of the educational session depends on the teacher's experience, goals and discretion. Техноложик харитани тузиш ўқитувчини ўқув машғулотининг кенгайтирилган конспектини ёзишдан халос этади, чунки бундай харитада дарс жараёнининг барча қирралари ўз аксини топади.

The following can be noted as suggestions:

- focusing on determining students' internal need to acquire knowledge when designing the pedagogical process; - formation of a conscious approach to acquiring knowledge;
- formation of students' independent activity skills; - ensuring students' activity;
- creating and improving students' ability to think independently, analyze the essence of theoretical and practical knowledge, draw conclusions, generalize and apply them to their practical activities;
- selection of innovative educational technologies and methods based on the content of the subject in the design of training sessions in subjects;
- during the educational process, the teacher should try to work with each learner and achieve feedback;

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