

Pedagogical Potential Of "Event" Technology In Personal Formation

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ABSTRACT

In this article, issues related to the pedagogical potential of "Event" technology in personal protection are considered. As a technology for organizing children's extracurricular and free time, the pedagogical potential of the "Event" technology is that it is of great importance in the implementation of children's personal requests, in revealing the qualities and characteristics of the person, in their development and formation. studied.

Keywords:

Pedagogical potential, technology, didactic games, personal qualities, methodical preparation.

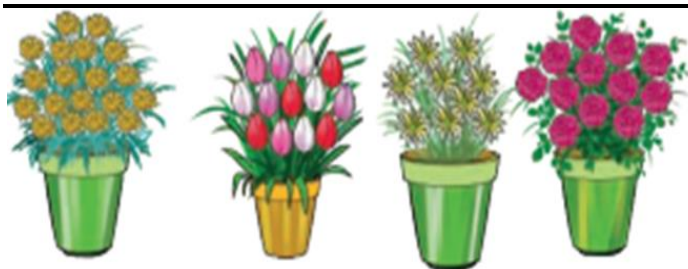
Pedagogical potential of event technology is understood as a set of educational and didactic opportunities aimed at realizing personal interests and requirements in forming a positive attitude to the world.

Event technology is an event, that is, it is an event for meaningful organization of children's free time. Children's interests are determined through a questionnaire, didactic (knowledge formation (KSC)) game events are organized and implemented according to their interests. The goal is to save the child from boredom and stress by organizing his free time in a meaningful way. For example, getting rid of stress from life (for example, in family relationships) with didactic games given to the child: mental arithmetic, rubik's cube, merchant's game, ...

In the development of personal qualities, measures based on individual approaches should be added. To do this, it is appropriate to use one of the modern educational technologies "Event".

The survey is carried out by the future elementary school teacher together with the head of practice and the head of the class. It

consists of the following, in order to eliminate the boredom and stress of primary school students during learning lessons, in their family environment, a private interview will be held. The purpose of conducting this private conversation is to clarify his personal interests and hobbies, aimed at removing the factor that causes stress and boredom. A private conversation prevents them from targeting other children. After learning the interests, it is appropriate to offer them suitable role-playing games. For example, the game "Merchant". From the game "Merchant", most elementary school students know how to bring home things suitable for their daily needs. This is also a unique way to increase their interest in calculation. This "Savdogar" game is offered to elementary school students with low mastery in order to develop their mathematical imagination in mathematics class and to master the knowledge of science in the following way.



1-rasm

Bor edi	Olindi	Qoldi
		?

$$15 - 5 = ?$$

Bor edi	Olindi	Qoldi
	?	

Bor edi	Olindi	Qoldi
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2-rasm

The future elementary school teacher will practice fruit shapes, flower shapes (figure 1), ball shapes, sugar shapes, chewing gum shapes, and objects in containers and bags in figure 2 above and several corresponding ones. makes the prices (in 10, in 20, in 100 and even in 1000). Here, instead of a merchant (seller), there can be a future elementary school teacher or a good student. An important aspect of student selection is that the student's knowledge is sharpened (further strengthened). In the "Merchant" type of game, it is not enough to "buy" the items to be purchased, but to calculate (add) the price of several items to be purchased, think about how much money you need to "return" also corresponds to risha.

For example, students perform complex mathematical operations in the game "Interesting Squares". In this case, students have to perform several actions at once, compare the results, think about the possible results and reject the wrong calculation. All this happens quickly, with great interest and mental activity. During such activities, the

shyness of the students disappears, they begin to think of numbers, first with fear, and then with courage. In the process of playing, children would develop a correct understanding of the environment, which would help children to diversify the content of the task (during independent inventing). In games such as "Merchant" and "Interesting Squares", children learn about life around them, the quality of things, measurements of weight, prices, etc., and students' spatial imagination is strengthened. Role-playing games bring the teacher closer to the children, the teacher becomes not only an educator in the eyes of children, but also a true friend. This will eliminate the bed bugs that occur especially in the first days. Thus, games create a positive attitude towards teachers and learning in children.

During his practice, the future elementary school teacher can not only deal with low-achieving students, but also with high-achieving students, using the "Event" technology. A future primary school teacher can invite a primary school student to a unique role-play workshop. The purpose of this is to further increase the knowledge of the student who can master well, to develop the skills of working with non-standard examples and problems not encountered in educational classes.

For example: 1) Find the value of the expression without performing written calculations and justify the answer.

- a) $7865 \cdot 6 - 7865 \cdot 5$
- b) $957 \cdot 11 - 957$
- c) $12 \cdot 36 - 2 \cdot 36$

You might say that this example is suitable for 5th grade material. But we base these examples on the suitability of elementary school students. For example, in the first example, if we subtract five of the 7865 from the six of the 7865, one of the 7865 will be left if we explain that it can work in such a process.

In the second sample example, the following examples can be given.

- a) $48 : (2 \cdot 4) = 48 : 2 : 4$
- b) $56 : (2 \cdot 7) = 56 : 7 : 2$
- c) $850 : 170 = 850 : 10 : 17$

We recommend that the future elementary school teacher convert the number in parentheses into eight. It's more convenient because it fits into a regular schedule. We recommend that the event class suitable for such "Event technology" does not exceed the general organized event classes.

To organize a "mathematical exhibition" on the subjects "development of elementary mathematical imaginations in students" and "mathematics and methods of teaching it" among students of the primary education direction on the application of "Event" technology in the development of methodological training of the future elementary teacher. The purpose of this exhibition is to develop geometric imaginations in future primary school teachers, improve creative and mathematical literacy, to lay the groundwork for them to be able to apply the knowledge, skills and qualifications gained on this basis in future teaching activities.

Event event is carried out at the following stages:

I. The best visual educational didactic exhibition competition aimed at increasing the mathematical imagination of elementary students.

II. The best lesson in teaching the topics of sets and fractions in elementary education is a selection of developments.

III. To conduct a zakovat game "the best future elementary school teacher" on the competition.

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