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METHODOLOGY OF TEACHING THE SUBJECT OF TECHNOLOGICAL EDUCATION METHODOLOGY THROUGH DIGITAL EDUCATIONAL PLATFORMS

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ABSTRACT:

Ushbu maqolada raqamli texnologiyalar , raqamli texnologiyalardan amaliy fanlarni o'qitishda foydalanish va ularning samarasi haqida ma'lumotlar beriladi. Bugungi kunda raqamli texnologiyalar shiddat bilan rivojlanib bormoqda . raqamli texnologiyalarning tezligi juda rivojlangan. Texnologiya fanini o'qitishda ham raqali talim platformalari samarali natijalar bermoqda.

INTRODUCTION. The current state of the education system is characterized by the increasing role of non-traditional educational technologies. Currently, the process of digitization has begun to improve the quality of education. It is much faster for a student to teach lessons on digital platforms, acquire knowledge, create and master new inventions. We answer the question of what digital technology itself is as follows: this is a modern form of business, in which a large set of digital data and the process of processing them serve as the main factor in production and management. The practical use of the results obtained allows us to achieve much greater efficiency compared to traditional forms of business. Examples include various automated production processes, 3D technology, cloud technologies, remote medical services, production and delivery of products using smart technologies, storage and sale of various goods.

Technology lessons are closely linked to modern tools, creating a favorable environment for the adoption of digital solutions. It examines how digital technologies are currently used in technology lessons, their impact on learning, and their future benefits. These approaches use methods and approaches, including:

Organize quality feedback from teachers and students about the use of digital tools in the classroom;

Comparative analyses between traditional and digitally enhanced teaching methods.

The data was collected from academic institutions that have adopted digital tools such as augmented reality (AR), 3D modeling, and coding simulators.

Digital technologies have significantly improved the way technology lessons are delivered, making them more interactive, effective, and comprehensive. Some of the applications of digital platforms in technology lessons include:

Interactive learning platforms:

Smart boards: allow teachers to present dynamic lessons using videos, animations, and interactive diagrams.

Educational software: Programs such as CAD (computer-aided design) help students create engineering and design, allowing them to create and manipulate 3D models.

Virtual simulations .

Simulators: Students practice complex processes, such as circuit design or machine operation, in a virtual environment before working on real equipment, students build mechanical structures or conduct laboratory experiments.

Digital Assessment.

Quizzes and Assignments: Tools like Kahoot, Quizizz, and other LMS (Learning Management Systems) make it easy for teachers to create interactive quizzes and track student progress.

The use of digital technologies brings several benefits to technology classrooms. It provides interactive learning experiences that accommodate a variety of learning styles. However, it is important to recognize challenges such as teacher training requirements and the potential for reliance on technology to diminish traditional teaching skills.

Peppler, who has conducted research on the integration of new technologies into the subject of “Technology”, believes that while there are several solutions to these expanding educational gaps, a way to actively involve students in learning is necessary in the process of preparing young people with critical thinking competencies of the 21st century. In this process, the use of digital technologies, in particular the Internet, mobile applications, multimedia products, is important, and this allows teachers and students to find the necessary information in a short time and provide the lesson with additional resources. In addition, if the participants in the visual arts lesson have an Internet connection, they will have the opportunity to exchange books and other resources with each other at any time. Also, by organizing “Technology” lessons in general education schools using media products, computers, which are part of digital technologies, it is possible to form the competences in the use of technologies in students. This allows the teacher to demonstrate new creative approaches and methods. The presence of computers in technology classes can help teachers plan lessons and introduce new techniques that cannot usually be demonstrated to students in a classroom setting.

Digital technologies also serve to increase interactivity in lessons. The concept of interactivity becomes a key feature when we think about learning in this new environment. Educational theorists have paid great attention to interactivity in the classroom in the past, but have mainly focused on teaching strategies such as group problem solving, group discussion, short demonstrations or short, unstructured writing, exercises, followed by

discussion and feedback, debates, problem-solving models and role-playing. Currently, in addition to these methods, the role of interactivity and its relationship to active learning are being studied through new tools. Digital platforms today offer many opportunities in technology. In the fields of tailoring and design, GeminiCAD and AutoCAD programs allow for programming 3D modeling, creating projects and drawings.

India is a leader in the field of tailoring and design, designing, cutting, taking patterns, exporting and importing clothes based on advanced digital technologies. Digital platforms are very developed. In the field of robotics, education based on advanced technologies is creating a basis for students to create new projects, experiments and inventions. Methodological conditions for the use of digital technologies in the lessons of the subject "Technology", in particular, proposals for the module and its topics, and requirements for the fine arts room have been developed. The advantages of teaching through digital platforms: saving space and time, repeated access to educational materials, teaching and using digital technologies. At the same time, there are also disadvantages: low digital competencies of teachers, insufficient level of interactivity, and the presence of regions with limited access to the Internet. Teaching technological education methods through digital platforms is not only a necessity, but also a promising approach. This process requires combining pedagogical skills with modern technologies.

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