"PRESS CONFERENCE" IN THE DELIVERING OF CHEMISTRY

Akhmadzhonova Yo. T.

Department of Chemistry Assistant, Jizzakh Polytechnic Institute,

Jizzak city, Uzbekistan

Akhmadzhonova U. T.

Department of Physics

Assistant, Jizzakh Polytechnic Institute,

Jizzak city, Uzbekistan

Annotation This article presents the information of delivery the lesson on the theme "Starch, its features and biological importance" in the form of didactic play technology "Press conference".

Keywords: didactic game, Press Conference, experts, playful methods

"ПРЕСС КОНФЕРЕНЦИЯ" В ПРЕПОДАВАНИИ ДИСЦИПЛИИПНЫ "ХИМИЯ"

Аннотация В данной статье приведены сведения о проведении учебного занятия по теме "Крахмал, его свойства и биологической значение" в форме технологии дидактической игры "Пресс конференция".

Ключевые слова: дидактическая игра, пресс-конференция, эксперты, игровые методы.

Ахмаджонова Ё. Т.

ассистент

Джизакский политехнический институт,

Республика Узбекистан, г. Джизак

Ахмаджонова У.Т.

ассистент, Джизакский политехнический институт,

Республика Узбекистан, г. Джизак

Reforms in the education system of our country and the introduction of modern educational technologies are required. Particular attention is paid to increasing the number of practical areas of theoretical knowledge.[1-2]

One of the most pressing issues in the teaching process today is the development of students' thinking skills, the ability to use their knowledge in practice and the ability to learn new knowledge independently.

Didactic game (conference lesson, business games, plot-role) lessons play an important role in the development of creative thinking. Because process activities are organized during play, students are able to naturally express their pictorial situations. Playful active activity, on the other hand, increases their creative potential and helps to develop thinking. Transformation of students' theoretical knowledge into practical skills and abilities, the formation of educational activity in them play a special role in the broad involvement of them in the process of social relations, as well as practical games.[3-5]

Didactic game technologies help to ensure the effectiveness of education, to create activity in students, to form knowledge, skills, abilities, to reduce time, to accelerate learning.

The psychological features manifested in the process of play allow each student to demonstrate their personal abilities, stabilize their place in social life, develop in them self-management skills.

Didactic game lessons can be divided into the following depending on the acquisition of knowledge, skills and abilities of students and the coherence of play activities:

- ✓ Plot-role role-playing lessons
- ✓ Creative-play lessons
- ✓ Business-game lessons
- ✓ Conference lessons
- ✓ Game-training lessons

In conducting any didactic game lessons, the teacher will first have to prepare and conduct the students for individual, then group lesson games, and after they have successfully passed, they will have to prepare for the mass game lessons. Because students need to have the necessary knowledge, skills and competencies to actively participate in didactic play lessons, there must also be collaboration and mutual support between the class community.[6-8]

In addition, it is important that the teacher adheres to the following didactic requirements when conducting didactic game lessons:

- ✓ Didactic game lessons should be aimed at solving educational, pedagogical, developmental goals and objectives
- ✓ Dedicate yourself to important problems and solve them throughout the game
- ✓ Compliance with the principles of upbringing a harmoniously developed person and the norms of Eastern morality
- ✓ The game lesson structure should be in a logical sequence.
- ✓ These lessons should follow didactic principles and achieve great results with the least amount of time.

During the pedagogical practice, we organized a "Press Conference" method of didactic games on the topic "Starch and its properties, biological significance" in the textbook of the ninth grade. To ensure that all students participate in this lesson, they should be asked questions in advance and given a list of references that they can use. This makes the lesson more effective and all students in the class participate equally. [6-8]

According to the method of "Press Conference", the lesson begins as follows: the lesson is attended by various representatives of the field of chemistry (biologist, biochemist, physicist, chemist, geochemist, technologist, ecologist) and answers all questions of students. The course is led by a facilitator. The teacher does not interfere in the lesson process, but only appears

at the end of the lesson to summarize the topic and evaluates the participants and "experts" who actively participated in the lesson.

The facilitator begins the lesson by announcing the topic and explains that today's lesson involves various "experts" in the field of chemistry and can ask them questions that interest you.

For example, one of the students asked, "What is starch?" biologists and biochemists answer the question based on their fields

The technologist will answer the question about the process of obtaining starch and give detailed information about the areas of application of starch. The ecologist, on the other hand, dwells on the ecological aspects of starch.[9-12]

The question continues, "What is the advantage of starch?" The "consultant" participating in the conference will answer the question posed by the students and give their advice to their students about where starch can be used, its useful properties.[13]

10 minutes before the end of the lesson, the teacher comes on the field and concludes the topic "Starch and its properties." Participants and "experts" who actively participated during the lesson will be evaluated and homework will be announced.

The use of similar playful methods in the lessons, the proper use of pedagogical technologies in the educational process increases the interest of students in knowledge and education, allows the effectiveness of the educational process to be high.

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