PEDAGOGICAL MODEL OF IMPROVING THE METHODOLOGY OF TEACHING CHILDREN OF THE PREPARATORY GROUP TO CREATE A CREATIVE STORY BASED ON MULTIMEDIA TOOLS

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Annotation*: In this article, effective methods on the current importance, capabilities of the use of multimedia tools in teaching children of the group of children of the aeroplov group to creative wisdom, as well as the introduction of these multimedia are mentioned.*

Keywords*: creative, talent, Information, Technology ,multimedia, mouse,applications, method, didactics.*

In the conditions of the modern development of society and production, the world cannot be imagined without informational resources, which are no less than material, energy and labor resources. The modern information field requires computer knowledge not only in elementary school, but also in preschool children. Today, information technology significantly expands the possibilities of parents, teachers and professionals in the field of early education. The possibilities of using a modern computer allow the development of the child's abilities to be fully and successfully implemented.

Unlike traditional technical teaching tools, information and communication technologies allow not only to fill the child with a large amount of ready-made, strictly selected, properly organized knowledge, but also to develop intellectual, creative abilities and this is very important. The computer's ability to simultaneously reproduce text, graphics, sound, speech, video, remember information and process it at high speed allows specialists to create new activity tools for children that are radically different from all existing games. will give. All this puts new qualitative demands on preschool education, which is the first link of continuous education, and one of its main tasks is to create a foundation for the enriched development of the child's personality. Therefore, it is necessary to introduce information technologies into the system of preschool education and upbringing. Practice has shown that it significantly increases children's interest in lessons, develops the level of cognitive ability.

The use of new unusual methods of explanation and reinforcement, especially in the form of a game, helps to develop children's voluntary attention. Information technology provides a person-centered approach. Computer capabilities allow increasing the amount of material offered for review.

Extracurricular computer games help to strengthen children's knowledge; can be used in individual lessons with children who are ahead or behind their peers in mental development; in order to develop mental abilities necessary for intellectual activity, it is necessary to develop perception, attention, memory, thinking, and fine motor skills.

Computer programs teach independence, develop self-control. Younger children require more help with tasks and step-by-step confirmation of their actions, and automated accuracy control saves the caregiver time to work together with other children. The use of computer teaching tools helps to develop calmness, concentration, and perseverance in preschool children. Computer training is of great importance for the development of motor skills of fingers. In the process of performing computer tasks, they should learn to press certain keys with their fingers in accordance with the assigned tasks, use the "mouse" manipulator. In addition, an important point in preparing children to master writing is the formation and development of joint coordinated activity of visual and motor analyzers, which is successfully achieved in lessons using a computer.

Internet resources. The Internet has great potential for educational services. E-mail, search engines, electronic conferences are becoming an integral part of modern education. On the Internet, you can find information about early education and development issues, innovative schools and kindergartens, foreign institutes for early development, and contact leading experts in the field of education. Therefore, in recent years, the Internet has been widely introduced not only in school, but also in preschool educational institutions. The number of information resources in all areas of child education and development is increasing.

The Internet has really become available for use in the educational process. The opportunities offered by network electronic resources allow solving a number of tasks that are relevant for specialists working in the preschool education system.

The use of Internet resources makes it possible to make the educational process informative, interesting and convenient for children of preschool age. Informational and methodological support in the form of electronic resources can be used to prepare the teacher for the lesson, for example, to learn new methods, to choose visual aids for the lesson.

E-learning manuals are specially designed for children of preschool age. They help you learn letters and learn to read. These developments fully take into account the mental and cultural and social characteristics of children, such as vocabulary and word structure.

Internet search engines allow teachers to find almost any development and learning material, as well as any photos and illustrations for lessons.

b) Using a computer for business purposes.

With the help of computer programs, it helps teachers and "advanced" parents to make any work plans, keep an individual diary of the child, record various information about him, test results, make graphs and, in general, provide an invaluable service. will give. An important aspect of using a computer is maintaining a database of books. Today, a large number of books on raising and developing children have appeared, many books reflect complex approaches to education, others reflect the development of a certain quality, differentiation of age categories.

c) Using computer software development.

Allows the computer to increase the amount of material offered for consideration. A bright screen attracts attention, allows children to transfer audio perception to visual, animated characters arouse interest. But today, unfortunately, there are not enough good computer programs for children of this age. Experts have identified a number of requirements that developmental programs for children should fulfill:

☐ convenience for the child to study independently;
☐ develop a wide range of skills and perceptions,
☐ high technical level,
☐ age appropriateness,
☐ entertainment.

Educational programs for children of preschool age can be classified as follows:

1. Games to develop memory, imagination, thinking, etc.
2. Dictionaries of foreign languages with good animation.
3. ART studios, the simplest graphic editors with drawing libraries.
4. Games and travel.
5. The simplest programs for teaching reading, mathematics, etc.

The use of such programs is not only to enrich knowledge, to use the computer to become more familiar with things and events beyond the child's imagination, to increase creativity, to optimize the transition from visual-figurative thinking to abstract thinking through the ability to work with symbols on the monitor screen, and it is a great incentive to create additional motivation in the formation of educational activities using developmental games.

d) Use of multimedia presentations.

Multimedia presentations make it possible to present educational and developmental material with comprehensively enriched information through records and images. Various sensory perceptions are involved in this, which allows to store information not only factually, but organically in the children's memory. Present the

material in the form of a multimedia presentation, saving time spent on research. The use of multimedia presentations in training allows to reconstruct psychologically correct methods of attention, memory, mental activity, as well as the process of education and development.

The basis of any modern presentation is visual perception and information with the help of live images is to facilitate the process of remembering. The forms of using the presentation (even its separate slide) in the lessons definitely depend on the content of this lesson and the goal set by the teacher.

The use of computer presentations in the process of teaching children has the following advantages:

- realization of perception of the material;
- the ability to display various objects in a multiplicative form using a multimedia projector and a projection screen;
- by combining audio, video and animation effects into the presentation, it helps to cover the amount of information received by children from educational literature;
- the ability to display objects that are more convenient for the perception of the sensory system;
- activation of visual functions, the child's ability to see;
- computer presentation is conveniently used to display information in the form of large prints on a printer as a handout for activities with preschool children.

The use of multimedia presentations makes it possible to make the lessons emotionally colorful and attractive, to arouse great interest in the child. They help the lesson to pass well and effectively through excellent visual aids and visual material. Thus, the use of multimedia presentations on the development of speech, literacy, mathematics, music, and acquaintance with the outside world in training ensures children's activity in checking and visually highlighting the signs and properties of objects.

The activity of using the multimedia program of the modern preschool educational organization is one of the methods of formative education and self-improvement aimed at strengthening the abilities of children (collecting and processing information, conducting experiments, analyzing the results obtained). .

There are various forms and means of consolidating the knowledge acquired by pedagogues through modern computer technologies, and they can be gradually used in practice. We can cite the following examples from a number of forms and methods aimed at forming competence in working with pedagogues through modern computer technologies:

Seminar - modern creative lessons designed by computer are aimed at developing creative thinking and creating innovative projects.

 Modeling games. Entrepreneurship through game programs and skillfully designed educational games include real process modeling, during which correct professional decisions are made based on the analysis of multimedia lesson situations.

 Collective problem solving, group discussion or brainstorming; trainings in large and preparatory groups to consolidate the knowledge acquired through computer tools; develop self-confidence; scientific and practical conferences based on the results of the innovative activity of the preschool educational organization.

 Pedagogical environment - teaches pedagogues to search for the latest research in the field of psychology and pedagogy, methodical literature, helps to find different ways of solving pedagogical problems, develops the skills of logical thinking and the ability to state their opinions with evidence. This tool provides ways to evaluate user responses and actions:

1. comprehensive knowledge;
2. pedagogical knowledge, ability, skills;
3. ability to find solutions to difficult problems, agility.

 Master class. Its main task is to acquaint the pedagogue with pedagogical experience, independent methods and methods, work system, scientific articles and all educational tools used to achieve effective results.

General important competencies of a student in a preschool education organization (ages 6-7).

Communicative competence is the ability to use different types of conversation in different situations.

Game competence is a child's creative benefit from the game process and experience, knowledge and skills in its implementation. It is the basis for the educational environment.

Social competence is the ability to manage oneself while following educational rules and norms in conversations with adults and peers in life situations.

Information technology is a broad class of disciplines and fields of activity related to information management and processing technologies, as well as data creation, including the use of computer technologies. In recent years, information technology is often understood as computer technology. In particular, information technology deals with the use of computers and software to store, change, protect, process, transmit and receive information.

The use of modern computers in working with preschool children is just now is starting. Currently, this is related to the need to make serious changes in the preschool education system. The success of these changes is related to updating the scientific, methodological and material-technical base of the preschool educational institution. One of the important conditions for renewal is the use of new information technologies.

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