IMPROVING THE METHODOLOGY OF FORMING CREATIVE SKILLS REGARDING FOLK CRAFTS OF 9TH CLASS STUDENTS

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Annotation: *In the article, the interactive methods of improving the method of formation of creativity skills of 9th graders related to folk crafts are "From Detail to Product", "Smart step - smart step", "My creativity-My creation", "project" methods, related to folk crafts the place and importance of forming creative skills, as well as detailed information about the state of folk crafts in the content of technology in general secondary schools.*

Key word: *folk craft, "Smart step - intelligent step", school, technology, lesson, creativity, form, method, method, "My creativity-My creativity", educational, educational, manual work, " From detail to item", "project", profession, craft, productive, reproductive, creative.*

The use of interactive methods in the formation of creative skills related to folk crafts in the classroom and extracurricular activities of the science of technology gives effective results. In the organization of modern lessons, it is necessary to introduce interactive methods into the educational process. Interactive methods are important because they have several advantages in the process of educating students who think independently, freely, and actively seek. Education is a relationship between a teacher (teacher) and a student (learner). In education, the activity of the teacher was dominant, but in modern education, the activity of the student is dominant. By increasing the activity between students and teachers in the educational process, it serves to activate the learning of students and develop their personal qualities. The use of interactive methods helps to increase the effectiveness of the lesson. The main criteria of education when using interactive methods are as follows:

conducting informal debates;

the ability to freely describe and express the educational material;

the number of lectures is small, but the number of seminars is high;

creation of opportunities for students to take initiative;

giving tasks to work as a small group, large group, class team;

The difference between the interactive methods used in this research work and other interactive methods is that these methods are designed for applied sciences and evaluate the development of education and training, finding a solution to the development, and evaluating the results of the implementation

of the solution. The student is armed with the task of being able to show the innovations he made in the product while performing the process from detail to product.

So, taking into account the fact that the use of interactive methods in education provides practical support in the formation of students' creative skills, we used them in order to obtain positive results and achieved effective results. Below is information about the technology for implementing improved interactive methods.

This method, called "From detail to product", is designed for practical training and helps to bring the product to a ready state. Increases students' activity and creativity in completing the subject. It is designed to be done individually and as a team. This method is implemented as follows:

1. students will have theoretical knowledge about the appearance, functions, purpose of use of the product, the necessary tools and devices for the preparation of the product, the composition and characteristics of the products;

2. The creativity of the students in the preparation of the product is evaluated as a basis. Pupils perform the work step by step based on the technological map of product preparation. First of all, the small details of the item are prepared;

3. brings the product to a ready state by installing the prepared small details of the product on the large parts of the product;

4. the final processing of the finished product is carried out;

5. "From detail to item" method is used to evaluate the work done on the basis of students' creativity [4].

"From theory to practice" - this method is intended for practical subjects, and this method is carried out in the following sequence:

1. The teacher gives instructions to students on how to perform this method. Introduces technical safety and sanitary-hygiene rules and the necessary tools, equipment, devices on the subject;

2. The teacher gives theoretical information about the topic. Explains the implementation of the technological map on the implementation of the topic. Places a sample of the item related to the topic in a place where it is convenient for students to see;

3. The teacher distributes the technological map prepared for the implementation of the topic to the students. Pupils take a creative approach to the preparation of the item, individually (individually) choose a model, design it, make it on the basis of a template or mold, perform the final finishing work on the item and show their creative ability;

4. The teacher analyzes and evaluates the shortcomings and achievements of the products prepared by the students.

The "Smart Step" training method is a competition method and is mainly used in practical training. In this method, the tasks given to students start with a simple solution, and the next solutions and tasks become more complicated. One element will be added to the next tasks. As a result, after a few steps, the ability to solve complex problems and problems is formed, and the student's creativity develops.

The sequence of using the "Smart Step" method is as follows:

1. the teacher introduces students to the technology of performing theoretical and practical tasks of several stages given in the lesson;

2. students perform the tasks one after the other in a group or individually;

3. write all the results and their conclusions in the student's notebook;

4. At the end of the lesson, the answers to assignments or practical work are analyzed, achievements and shortcomings are shown, and students are evaluated [5].

The method "My creativity-my creativity" means my art or my creativity. This method of education helps to reveal the hidden talent of students and to develop this talent. This educational mechanism is used in creative work and talent is revealed.

The sequence of using the "My creativity" method is as follows:

1. the sequence of performing actions with the help of equipment and devices in accordance with the rules of safety equipment is explained to the students and examples are given;

2. students will learn the skills of working with equipment and devices by performing these examples;

3. students are given instructions on performing creative task samples or an optional task;

4. students create and are evaluated in the educational workshop.

"Project" method - educational projects are prepared individually (individually), in pairs and in small groups. It consists of gathering information, conducting research and implementing work on a specified topic for the time period determined by the students. In this method, the freedom of the subject is given to them when performing certain practical exercises individually or when working with a group, it is the process of researching a problem and protecting it through knowledge and skills. In this process, the teacher participates as an organizer, supervisor, and sometimes as a consultant. And the students only conduct research.

In order to organize this process, the teacher selects and prepares topics in advance according to age. Students have the right to choose subjects based on their age and interest. Students conduct research on a topic of their choice and defend project work.

The execution sequence of the "Project" method is as follows:

1. topics are designed for individual and group work and must cover current, vital issues;

2. in this method, an optional topic is chosen;

3. when implementing the project, the students should first develop a procedure for solving the problem, and then the solution of the problem; the developed solution should be innovative in the product or mechanism;

4. based on the selected project, the practical work process is organized and implemented;

5. a presentation will be held at the end of the project. The entire team will be able to participate in the presentation and defend their projects. The evaluation is carried out on the basis of various nominations in collaboration with the teacher and students.

An electronic lesson was prepared and used in the research process on the topic "Mechanisms of developing the creative activity of students of the 8th-9th grade in technology". This electronic lesson development develops the creative activity of 8-9 grade students, provides students with information about national crafts, knowledge of topics based on the 8-9 grade technology science curriculum, and practical training instructions, technological maps provide information on the use of modern technologies.

The goal of the development of an electronic lesson on the topic "Mechanisms of developing the creative activity of students of the 8th-9th grade in technology" is:

1. to provide information about educational technologies, topics based on the curriculum, national handicrafts and their types for the development of creative activities of 8-9 grade students of general secondary school;

2. giving instructions on the application of technologies for performing practical lessons given on the basis of the curriculum;

3. performing the function of a smart library and imparting the necessary knowledge for students to use their time effectively;

4. it is necessary to study the experiences and work activities of craftsmen and improve their skills.

In the process of teaching technological science, in the development of students' creative skills related to crafts, electronic lesson developments can

be used in the following types of educational activities of technological science:

- in studying and presenting new theoretical materials;
- organizing theoretical and practical training;
- in strengthening, controlling and checking the learned educational material;
-in students' independent works;
- conducting open classes, teleconferences, audio conferences, model trainings;
- in practical training;
- in extracurricular activities.

In the information age, formation of independent learning and practical activity skills of learners is one of the main tasks. The main goal of the process of imparting knowledge to students by pedagogues is not only to acquire knowledge, but also to develop students' cognitive abilities and creative potential. Achieving personal results in education, development of educational adaptation resources of learners requires the implementation of a person-oriented educational process, the creation of individual educational programs and roadmaps for each student [1] .

Subjects of the educational process include learners and educators. Its objects are teaching tools and educational activity instruments, methods, material base, spheres of pedagogical activity management, communication methods organizational-management, explanation-motivational, response-treatment, technical, emotional).

If the objects are the carriers of information and educational actions, the subjects absorb this information and process it in their minds, change it in the process of educational activities, and in their worldview, value system and content, beliefs, potential and other turns into personal characteristics.

Handicraft is a type of industry based on individual and manual labor with the help of simple tools, as well as the general name of professions that make such products. Before the emergence of today's large-scale industrial production, it was widespread and some areas were formed gradually. Handicrafts were created by the production activity of man, and handicrafts developed during different socio-historical years with the introduction of modern types of techniques and technologies.

Improvement of the varietal components of national crafts is the innovation of some part of the product. for example In the national crafts, when preparing the Boysun national hat, it is to make changes between the patterns (flowers) by inserting square, triangular open patterns (the outside and

the inside are visible). Boysun hat has been updated and its components have been improved. We implemented this practical process in the process of extracurricular training during the implementation of our research work.

National craft is a product of creativity created by hand with the help of human mental activity of national items of a known region. If this creative product is further improved and modernized, the appearance of the product will change, the type of product will be expanded, the quality will be improved and it will be added to the list of imported products. It can be seen that the more improvement of handicraft products, the more the defects are eliminated and the level of quality increases.

So, a variant component is a detail of a craft product. Integrative improvement of variable components is to connect the details of the item and increase its type, quality, and activity.

The word variant also means subtle. It can be seen that the word variant is a slight change, the formation of a new appearance as a result of such a change.

Integrative, integration (Lat. Integration - restoration, filling, integer - whole) is taken from the word 1 and represents the state of interdependence of some parts and functions of a system or organism and the process leading to such a state; 2 convergence of sciences and the process of interaction; accompanied by differentiation; 3. It is understood as mutual coordination and unification of the economy of two or more countries [2].

Through the integrative improvement of the various components of national handicrafts in the science of technology, the students' knowledge of creativity in technology lessons has developed by connecting some parts of national handicraft products to each other, changing some parts, and introducing innovations.

While the students were engaged in cutting, sewing, and crafting related to the subject in technology classes, today the youth are interested in such innovations as robotics, modeling, construction, programming, and 3D design. In order to implement such interests in education, it is necessary to organize creative activities in students and develop creative skills and competencies based on knowledge with a creative approach. For this, it is necessary to introduce and apply advanced educational methods and innovative technologies in education. The role of these educational technologies in students' preparation of inventions and various projects is important.

Technological science is an applied science related to the production process. Nowadays, due to technicalization, automation, and digitization of

technological process management, students' opportunities to use electronic information in education are expanding.

In countries with a highly industrialized production process, Great Britain, France, Germany, the United States, Israel, South Korea, and the People's Republic of China consider technology to be the basis of general education in the education system and consider technology to be the organizer of training qualified specialists for the world labor market [3].

Today, it is necessary to train the students of the science of technology to prepare specialists who can meet the demands of today's time and the demands of technological changes of tomorrow, that is, to train them as technology transfer. The concept of technology transfer in its broadest sense is the preparation of technologically armed specialists ready for possible technological changes.

For this, it is necessary to develop innovative methods and implement them in education in order to form the creative skills of students related to Uzbek national folk crafts in the teaching of technology in general secondary education schools. This requires conducting new scientific and research works related to the science of technology.

The model is the study of a pedagogical problem divided into parts in small objects, as a result of the organization of processes directed to a common global goal, achieving educational results step by step and achieving a holistic goal with the possibility of conducting and controlling the process as a whole [1].

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