

## ACTIVE LEARNING METHODS: CLASSIFICATION, SIGNS, AND TECHNIQUES

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**Annotation:** *The article discusses different criteria for classifying teaching methods, including the nature of learning activities, the activity level of the teacher and students, the source of educational material, and the organization method of educational activity. The article focuses on active and interactive learning methods, which aim to teach critical thinking, independent search for information, and making balanced and reasoned decisions. The article lists several common active and interactive learning methods and techniques, including presentations, case technologies, problem-based lectures, didactic games, brainstorming, round table discussions, and business games.*

**Key words:** *reproductive, problematic, research-based, search-based, illustratively explanatory, heuristic, active, passive, teaching methods, verbal, visual, verification, evaluation, interactive learning methods.*

### ***Methods are classified according to different criteria:***

- *the nature of learning activities:* reproductive, problematic, research-based, search-based, illustratively explanatory, heuristic, etc.;
- *the activity level of the teacher and students:* active and passive;
- *the source of educational material:* verbal, visual, practical;
- *the organization method of educational activity:* methods of knowledge formation, skills in practice, methods of obtaining knowledge, methods of verification, and evaluation.

Active teaching methods involve *equal participation* of the teacher and students in the educational process, with children acting as equal participants and creators of the lesson. *The founders of the method* include renowned teachers such as J. Comenius, I. Pestalozzi, A. Diesterweg, G. Hegel, J. Rousseau, and D. Dewey. However, the idea that successful learning is built primarily on self-knowledge is found among ancient philosophers as well.

### ***Signs of active learning methods***

- *activation of thinking* - the student is forced to be active;
- *a long time of activity* - the student does not work occasionally, but throughout the whole learning process;
- *independence* in developing and searching for solutions to tasks;
- *motivation* for learning.

### ***Classification of active learning methods***

The most general classification divides active learning methods into two large groups: individual learning methods and group learning methods. The more detailed classification includes several groups, such as debate-based, game-based, practice-based, rank-based.

### ***Active learning: methods and techniques***

In the learning process, the teacher can choose either one active method or use a combination of several. However, success depends on the consistency and correlation of the chosen methods and the tasks set.

***The most common active learning methods are:***

- *Presentations.* The easiest and most accessible technique to use in the classroom. This is a slide show prepared by the students themselves on the topic.

- *Case technologies.* They have been used in teaching since the last century. It is based on the analysis of simulated or real situations and the search for a solution. Moreover, there are two approaches to creating cases. The American school proposes the search for a single correct solution to the problem. The European school, on the contrary, welcomes the versatility of solutions and their justification.

- *Problem-based lectures.* Problem-based lectures differ from traditional lectures in that the transfer of knowledge does not occur in a passive form. Instead of presenting ready-made statements, the teacher only raises questions and identifies the problem, with the rules being established by the students themselves. This method is rather complex and requires students to have some experience in logical reasoning.

- *Didactic games.* Didactic games differ from business games in that they are strictly regulated and do not require the development of a logical chain to solve the problem. Game methods can also be considered as interactive teaching methods, depending on the choice of game. Popular travel games, performances, quizzes, and comedies are techniques from the arsenal of interactive methods, as they involve the interaction of students with each other.

- *The basket method.* This method is based on the simulation of a situation, such as a student acting as a guide and leading a tour of a historical museum. The student's task is to learn and teach information about each exhibit

***The interactive teaching methods aim to:***

- Teach *independent search*, analysis of information and development of the correct solution to the situation.

- Teach *teamwork*: respect other people's opinions, and tolerate other points of view.

- Teach *the ability to form one's own opinion* based on certain facts

***Interactive learning: methods and techniques***

- *Brainstorming* - a flow of questions and answers, suggestions, and ideas on a given topic, in which the analysis of correctness/incorrectness is carried out after the brainstorming. Teach more about brainstorming in class.

- *Clusters, comparison charts, puzzles* – the process of searching for keywords and problems on a specific mini-topic.

- *Interactive lessons using audio and video materials* such as online tests, electronic textbooks, training programs, and training websites.

- *Round table (discussions, debates)* - a group method, which involves a collective discussion by students of the problem, proposals, ideas, opinions, and a joint search for a solution.

- *Business games*, including role-playing, imitation, and hole games, are a popular method that can be used even in elementary schools. During the game, students play the roles of participants in a particular situation, trying on different professions.

- *Aquarium* is a type of business game that resembles a reality show. In this case, 2-3 participants are given a situation to act out, while the rest observe from the outside and analyze not only the actions of the participants but also the options and ideas proposed by them

- *The method of projects* involves independent development by students of a project on a topic and its defense.

- *Bar Camp, or anti-conference*, is a method suggested by webmaster Tim O'Reilly. Its essence is that everyone becomes not only a participant but also an organizer of the conference. All participants come up with new ideas, presentations, and proposals on a given topic, followed by a search for the most interesting ideas and a discussion.

In addition to the previously mentioned methods, interactive teaching methods in the classroom also include master classes, building a scale of opinions, and a decision tree. All active and interactive teaching methods are designed to achieve the main goal formulated in the Federal State Educational Standard, which is to teach children how to learn. Developing critical thinking based on the analysis of situations, independent search for information, building a logical chain, and making balanced and reasoned decisions are crucial skills that should be emphasized.

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