

## **USE OF INTERACTIVE TEACHING METHODS IN VISUAL ARTS CLASSES IN ORDER TO DEVELOP CREATIVITY AMONG SCHOOLCHILDREN**

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### **Abstract**

Changes in our society have created necessary conditions for updating the entire educational system, which is reflected in the development and introduction of new content elements, new educational technologies, and reference to world pedagogical experience. As the Republic of Uzbekistan is on the way to building a legal democratic society, it pays special attention to the development of its citizens, especially the young generation who are determined to build a new society. Development of a child's creative abilities with the help of visual arts is a process that combines various spheres of activity and is manifested in interrelated elements. The systematic use of interactive technologies in visual art classes develops the following personal qualities: spatial thinking, a sharp sense of color, eye vigilance, forms the qualities of human intelligence, ultimately, they are important not only in creativity. is a drawing, sketch, or model of an object. These qualities include, first of all, figurative imagery and logical thinking, which are a prerequisite for creativity in any human activity.

**Keywords:** visual art, creativity, school, student, interactive methods

As the Republic of Uzbekistan is on the way to building a legal democratic society, it pays special attention to the development of its citizens, especially the young generation who are determined to build a new society. The development, prospects, well-being, spiritual growth of any country, becoming one of the most developed countries in the world depends on young people who are educated, have high intellectual skills, have good qualities in their hearts and minds, are mature and perfect in all aspects, the destiny of the Motherland. To bring up a devoted, believing generation, to bring up the quality and content of education to higher levels, first of all, it is an honorable and at the same time responsible task for teachers and educators.

Changes in our society have created necessary conditions for updating the entire educational system, which is reflected in the development and introduction of new content elements, new educational technologies, and reference to world pedagogical experience. In updating the content of education and mastering new forms of organizing the educational process, the role of the teacher as a participant in another pedagogical reality also changes qualitatively: not a transmitter of knowledge, but an organizer, leader and assistant of the educational process, a student and constructed as a dialogue between intelligible reality. The main task of the school is to create conditions

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for the student's self-development, self-education, the ability to interact and cooperate, to form a creative and active person.

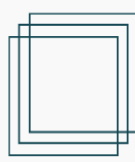
Creativity is not a new subject of study. The problem of human abilities has always been of great interest to people. In our time, in the era of scientific and technical progress, life is becoming more and more colorful and complicated. And this requires a person not to take standard, usual actions, but also mobility, flexibility of thinking, quick orientation and adaptation to new conditions, a creative approach to solving big and small problems. If we take into account that the proportion of mental work in almost all professions is constantly increasing, and an increasing part of the performing activities will be transferred to machines, then it will be clear that the recognition of human creative abilities. The most important part of his intellect and the task of developing them is one of the most important tasks in modern human education. After all, all cultural values, collected by mankind, are the result of people's creative activity. The creative potential of the young generation will determine the extent to which human society will advance in the future.

Developing a child's creative abilities with the help of visual arts is a process that combines different areas of activity and is manifested in interrelated elements, for example:

- creative perception of the world;
- expression of individual perception of the world through the means of art;
- working skills in various visual techniques and technologies;
- imagination, creative thinking

After analyzing different points of view on the issue of the components of creative abilities, mandatory components were identified - the quality of creative imagination and creative thinking. The problem of determining the optimal time of the beginning of the development of creative abilities is also considered. And it was found that preschool and school age provide excellent opportunities for the development of creative abilities. It is recommended to use the following teaching methods to develop students' creative abilities in fine arts classes:

Method of discovery. Method of individual and collective search activity. The method of freedom in a system of constraints. Dialogic method. comparison method. Creative workshops. Also, one of the effective means of maintaining interest in art classes is exhibitions and contests of students' creative works, and the use of computers in classes. The use of non-traditional methods of drawing increases students' interest in drawing, develops the ability to observe, teaches them to see correctly, develops the child's thinking, imagination, and creative abilities. As an example, we cite the following effective techniques: klaxography, finger painting, palm drawing, dot pattern, collage, etc.



Nowadays, many methodological innovations are related to the use of interactive teaching methods. Interactivity (from the English. Interact - influence) means the ability to interact or be in a dialogue mode. Therefore, interactive education is, first of all, interactive education. Dialogue is also possible with traditional teaching methods, but only as "teacher-student" or "teacher-student group (audience)" interaction. In addition, in interactive education, the dialogue is "student - student" (work in pairs), "student - group of students" (work in groups), "student - audience" or "group of students" is constructed as an interaction. - audience" (presenting work in groups), "student - computer", "student - work of art" and others.

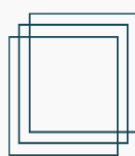
The use of information technology in visual arts classes focuses on:

- educating a spiritually rich and aesthetically developed person;
- development of artistic creativity;
- formation of students' practical knowledge and skills in certain types of art;
- educating students as viewers of artistic works, forming the ability to independently perceive the need for communication with art, the artistic intention of the author, the characteristics of different styles and directions;
- development of artistic taste;
- development of fantasy, spatial image, figurative thinking, emotional abilities, skills, which are necessary not only in artistic creation, but also in the future of students in a number of traditional and modern creative professions not directly related to art and helps them to become competent specialists.

The main task of the teacher in interactive technology is to guide and support the process of information exchange: to identify the diversity of points of view ; harmony of theory and practice; refer to the personal experience of students, support their activities, encourage creativity; mutual enrichment of the experience of dialogue participants; facilitate perception, assimilation, mutual understanding. If in traditional education the teacher plays the role of a "filter" that transmits educational information through him, in interactive education he plays the role of an assistant in the work that activates mutual information flows. At the same time, students become full participants in the exchange of information, their experience not only provides ready-made knowledge, but also no less than the optimism of the leader, who encourages independent research.

The teacher should work in several main roles in interactive technologies. In each of them, it organizes the interaction of participants with a certain area of the information environment:

- the teacher presents the text material, shows the video sequence, answers the questions of the participants, monitors the results of the process, etc.;
- establishes the interaction of studies with the social and physical environment (divides into small groups, encourages them to independently collect data, coordinates tasks, prepares mini-presentations, etc.);



- refers to the professional experience of the participants, helps to find solutions to the assigned tasks, independently sets new ones, etc.

The organization of interactive education includes the simulation of life situations, the use of role-playing games, and general problem solving based on the analysis of situations and situations.

An important condition for the development of children's creative imagination is the use of various materials and techniques, as well as changing the types of visual activities. Interactive education makes it possible to successfully achieve the goal of increasing educational and cognitive activity, ensuring understanding and deep understanding of educational material, and ensuring constant two-way communication during the educational process.

Such training meets modern requirements for the educational process. Therefore, the use of interactive technologies in the teaching of fine arts in the practice of a general school opens new perspectives for the fine arts teacher and his students.

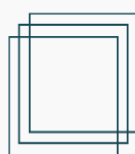
This student learns to work in a team and at the same time acquires independence in thinking, perseverance in completing tasks, the ability to take risks, express original ideas, and invent new things.

The main feature of interactive technologies is that they are based on the direct interaction of students with the learning environment. The use of interactive technologies allows for constant communication between the student and the learning environment.

The systematic use of interactive technologies in visual arts classes develops the following personal qualities: spatial thinking, a sharp sense of color, eye alertness, forms the qualities of human intelligence, ultimately, they are important not only in creativity. is a drawing, sketch, or model of an object. These qualities include, first of all, figurative imagery and logical thinking, which are a prerequisite for creativity in any human activity. These qualities are already manifested in children of primary school age in their visual arts and become a need for a developing personality. To a greater extent, these activities help to express the individuality of the student,

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