

Development Of Creative Competence Of Educators In The Process Of Activities In The Center Of Plot Role-Playing Games And Staging

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ABSTRACT

The 21st-century educational landscape demands educators who are not merely instructors but also facilitators of creative thinking and problem-solving. Creative competence, encompassing imagination, originality, and the ability to generate novel ideas and solutions, is increasingly recognized as crucial for effective teaching and fostering student success. This article explores how engaging educators in plot-based role-playing games and staging activities within a dedicated center can significantly enhance their creative competence. By actively participating in these immersive experiences, educators develop crucial skills, fostering a more dynamic and engaging learning environment for their students.

The Importance of Creative Competence in Educators:

Creative competence in educators translates to a multitude of benefits for both the educator and the student. Creative teachers are better equipped to:

- Design engaging lessons: They can develop innovative lesson plans that cater to diverse learning styles and stimulate curiosity. This moves beyond rote learning and encourages critical thinking.
- Foster student creativity: A creative teacher inspires creativity in their students, promoting originality and independent thought. This leads to deeper understanding and knowledge retention.
- Adapt to changing circumstances: The ability to think creatively allows educators to adapt their teaching methods and materials to meet the evolving needs of their students and the ever-changing educational landscape.

- Solve problems effectively: Creative problem-solving is crucial for navigating challenges in the classroom, from managing student behavior to addressing curriculum gaps.
- Build stronger teacher-student relationships: Creative teaching methods often involve collaboration and active participation, building stronger rapport and trust between teachers and students.

Plot Role-Playing Games: A Tool for Creative Development:

Plot-based role-playing games offer a unique opportunity for educators to develop creative competence. These games provide a safe and structured environment for experimentation, allowing educators to:

- Develop improvisational skills: Role-playing necessitates quick thinking and adaptation, enhancing improvisational abilities crucial for managing unexpected classroom situations.
- Enhance narrative thinking: Creating and navigating complex storylines within the game strengthens narrative thinking, a skill transferable to lesson planning and curriculum design.
- Explore different perspectives: Taking on diverse roles allows educators to step outside their comfort zones and understand situations from multiple perspectives, promoting empathy and understanding within the classroom.
- Collaborate effectively: Most role-playing games involve teamwork and collaboration, improving communication and collaborative problem-solving skills.
- Boost confidence: Successfully navigating challenges within the game can significantly boost confidence, leading to a more assertive and creative approach to teaching.

Staging Activities: Bringing Creativity to Life:

Staging activities, such as creating and performing short plays or skits, further enhance creative development by:

- Developing communication skills: Staging requires clear communication, both verbal and non-verbal, which is essential for effective teaching.

- Improving presentation skills: Presenting a performance in front of others builds confidence and improves public speaking skills, valuable assets for any educator.
- Enhancing teamwork: Collaboration is key in staging activities, strengthening teamwork and coordination skills.
- Stimulating imagination: Creating original scripts and developing characters encourages imaginative thinking and the exploration of different perspectives.

Conclusion:

Developing creative competence in educators is essential for fostering a dynamic and engaging learning environment. Engaging educators in plot-based role-playing games and staging activities within a dedicated center provides a powerful and effective approach to achieving this goal. These activities not only enhance essential skills like improvisation, communication, and collaboration but also boost confidence and foster a more creative and innovative approach to teaching. By investing in the creative development of educators, institutions can cultivate a more dynamic and effective educational system that better prepares students for the challenges of the 21st century. Further research should explore the long-term impact of such initiatives on teacher efficacy and student outcomes. The creation of more such centers, supported by ongoing professional development, is crucial for realizing the full potential of this approach.

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