

DEVELOPMENT OF INNOVATIVE THINKING OF BIOLOGICAL SCIENCE TEACHERS

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Abstract: The article describes work in small school groups, visualization, independent creative work to control and create conditions for teaching natural science in secondary schools of the republic, to provide students with new knowledge and the formation of skills based on new knowledge, considers the use of non-traditional teaching methods, such as game exercises and role-playing games.

Key words: school, innovative, game lessons, student personality, biology, information technology, skills.

In recent years in our country, educating young people interested in innovative activities and students with intellectual potential is one of the main tasks of today. Effective use of modern pedagogic and information technologies is being achieved in accordance with the scientific nature of the knowledge given to the education and training unit for the development of mental education, and the systematic and consistent nature of the knowledge.

New information is required for each student. In particular, the formation of students' knowledge and skills through new educational material is the main factor that ensures the quality of education. It is effective to use non-traditional educational methods such as small group work, visualization, independent creative work, game exercises and role-playing to give students new knowledge and build skills based on new knowledge. Taking these into account, a lot of practical work is being done today to effectively organize the educational process.

Since the student's personality, values, and spirituality are at the center of the educational process, every teacher should be able to organize this process effectively and interestingly. It should be noted that education focused on the individual serves as a driving force for the organization of the student's educational work, and the realization of his interests, wishes, and demands. Education focused on the personality of the student, increasing the activity of the student, teaching independent and creative thinking, ensuring independence and freedom, working on the basis of interests, using internal capabilities, additional knowledge through own interests Learning includes self-development.

It is important to use various games in classes in order to activate students' cognitive activity in the teaching of biology. Organizing classes through games is one of the ways to develop students' learning of biological laws, events and life processes. Games increase students' ability to think freely, make independent conclusions, solve problems, develop the ability to quickly find answers, and increase their intelligence. Game lessons are one of the active forms of teaching. The main goal of game lessons is to increase students' interest in the learning process and thereby increase the effectiveness of studying.

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Biological games are extremely diverse, and these games are one of the most convenient and effective means of making lessons and extracurricular activities interesting, increasing students' interest in biology.

Today, I used the following games and interactive methods in biology lessons together with my teacher, who is conducting practice in my pedagogical practice classes: "Who knows more" game. This game can be used to study any topic of biology. Each participant should be able to formulate one problematic question on a topic. Papers with questions are handed to the teacher, students are divided into two groups.

The manager counts the hands and assigns 1 point to each. One student is asked to answer each question. If the answer is wrong, 1 point will be deducted from that group, whichever group gets more points will be the winner.

In short, the main goal of biology is to connect lessons to life, to organize them interestingly and creatively. The main role in this is played by biological games. Biological games are extremely diverse and are one of the most convenient and effective means of increasing students' interest in science while making classroom and extracurricular activities interesting.

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