

## THE POSSIBILITY OF WEB QUEST TECHNOLOGY IN THE ORGANIZATION OF INDEPENDENT EDUCATION OF FUTURE TEACHERS

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### ANNOTATION

This article presents suggestions and recommendations regarding the use of web quest technology in the organization of Independent Education of future teachers.

**Key words:** information technology, Independent Education, web quest, motivation, competence, cognition.

Today, thanks to the improvement of Information Technology, the improvement of forms, methods and means of organizing independent education of future teachers remains one of the important problems. One of the ways to overcome these problems is to actively introduce web quest technology into the Independent Education of future teachers.

“For the first time as an educational technology, the term web quest was proposed in 1995 by Bernie Dodge, Professor of educational technology at the University of San Diego (USA)” [1]. “The scientist developed hyperbolic applications of an innovative global network to integrate subjects into the educational process in teaching at different stages of Education. He called The Quest a website that involves a problematic task and an independent search for information from a global network” [2].

“This was followed by Bernie Dodge's ongoing research into web quest educational technology by Thomas Mart, who significantly detailed the concept and

provided a series of theoretical insights that helped to gain a deeper understanding of the essence of web quest educational technology". T. According to mart, a web quest is an educational technology designed to solve imposed educational problems using information-learning environments, educational portals, and educational-related websites hosted at the addresses of a global network. "Thereby developing the ability to work individually and in a group (at the final stage) in the search for information and its transformation into more complex knowledge (understanding). With web quest education technology, learners begin to understand the richness of thematic communication, become more involved in the learning process and learn to think independently" [3].

So Bernie Dodge and T. Relying on the research carried out by the marches on the application of web quest educational technologies, educators around the world began to use this technology as one of the methods of successful use, and various research was carried out on the side of researchers and scientists [2].

And today, the theory and practice of the introduction of web quest educational technology, research on technologies for the implementation of web quest educational technology in the teaching of subjects D.O'.Karshieva [1], U.M.Mirsanov [2], G.V.Shararova [4], E.I.Baguzina [5], G.A.Vorobyov [6] brogan out on the side of such apples.

Xuususan, D.O'.Qarshiyeva conducted research work on the theory and practice of using web quest educational technology in the development of lesson design competence in the system of continuous professional development of school teachers [1]. U.M.Mirsanov improved the methodology for using web quest technology in improving the effectiveness of teaching programming languages in the system of continuing education [2]. G.V.Shararova developed a methodology for using web quest educational technology to improve the effectiveness of teaching

immunology [4]. E.I.Baguzina recommended the use of web quest technology in the formation of communicative competence of students from a foreign language [5]. G.A.Vorobyov developed a mechanism for benefiting from web quest technologies in the formation of socio-cultural competence of students [6].

These scientists argue that web quest educational technology is important in improving the teaching efficiency of subjects in higher education institutions and in organizing the smaral of Independent Education of students. As they say, web quest education technology serves as a modern educational technology in increasing students ' motivation and creative ability regarding science, in developing logical, critical and cognitive thinking, and in scaling competency.

Web quest educational technology is a system of quests consisting of game elements, the implementation of which involves the use of a global network. In this case, the problem posed by students is the team, aimed at performing from the global network [2]. As a web quest Educational Technology, students rely on an approach that works independently with learning information and shapes new knowledge [4]. In the implementation of this approach, the professor becomes a consultant, a person who organizes, coordinates the educational, problem-oriented and research activities of students [5]. The professors create conditions for independent mental and creative activities of students and support their initiatives [2].

Based on the above, we came to the conclusion that most researchers, in determining the essence of a web quest, first of all, distinguish such mandatory features as the use of the Internet to search for information; secondly, to solve a problematic learning task that involves active cognitive activity of students. It can also be recognized as an educational technology, a didactic tool aimed at simultaneously solving educational problems using a global network.

"Web quest educational technology is a holistic technology that embodies the ideas of the project method, problem-based and game-based educational teamwork and information and communication technology, consists in combining targeted search with adventures and a game based on a certain plot in the performance of the main problematic and a number of auxiliary tasks. The essence of this technology embodies some role-playing game technologies in pedagogy as well as ideas related to Case-Study, Design and problematic educational technologies. Different aspects of these technologies are aimed at solving the posed problem tasks in the search engines of the global network and using Hyper-applications, characterized by education in the open information space (presentation of search results on the global network on websites or social networks, using special computer programs) [2].

The web quest is based on a plot invented by the teacher, contains various tasks of a practical and theoretical nature, in order to solve and implement them, students need to independently search for information. When using this technology, the student is offered a specific task, which requires him to collect material from the global network on a specific topic. In this case, links to some sources are given by the faculty member, and to some sources students are required to use conventional search engines to collect information about the problem posed [5, 6]. On the basis of these, students solve the problem posed independently and their competence in the preparation of various projects is formed. This will serve as a modern educational technology in improving the effectiveness of teaching subjects of the Informatics category and in organizing independent education of future teachers of mathematics and informatics.

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