



PEDAGOGICAL SIGNIFICANCE OF THE APPLICATION OF INNOVATIVE PEDAGOGICAL TECHNOLOGIES IN HIGHER EDUCATIONAL INSTITUTIONS

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Abstract

This article presents a pedagogical classification of innovative technologies and related concepts in technological education in higher education institutions.

Keywords: Innovative technology, pedagogical process, pedagogical software tools, information communication technologies.

Introduction

In modern society, innovative technologies are expanding in almost all areas of human activity, including education. Innovation in education is a new area of scientific pedagogical knowledge; Three main pedagogical processes in education: It is an inseparable unity and interdependence of creating, mastering, and applying innovations. This article analyzes the pedagogical description of innovative technologies in education and related concepts.

The main part

The current development of education has brought a new direction - innovative activities. The term “Innovative pedagogy” and related research It appeared in Western Europe and the United States in the 1960s.

Initially, innovative activity was studied in the works of F.N. Gonobolin, S.M. Godnin, V.I. Zagvyanzisky, V.A. Kan-Kalik and others.



These studies are focused on the practice of innovative activities and the widespread dissemination of advanced pedagogical experiences. Today, the scope of information has expanded so much that if a teacher does not work on himself, his previous knowledge will not be enough. By linking lesson topics to real-life events and using various innovative technologies, lessons can be more memorable.

When using innovative technologies, the teacher is required to have the following knowledge:

- ❖ Possess knowledge, skills, and competencies in ICT;
- ❖ To be aware of foreign experiences in NPT (new pedagogical technology);
- ❖ Skills in using didactic games and interactive methods in organizing the educational process;
- ❖ To acquire knowledge of advanced pedagogical technologies;
- ❖ The technology for converting knowledge into skills and competencies has been developed;
- ❖ Be able to effectively use active games during the lesson;
- ❖ If possible, be able to conduct the lesson online;
- ❖ Constantly working on yourself, keeping up with news in every field, etc.

When organizing a lesson based on innovative technologies, the teacher can also use various technical tools (computer, projector, electronic whiteboard, etc.). The more innovations there are in a teacher's work, the more content will increase.

The concept of pedagogical software

Pedagogical software is a didactic tool designed to partially or completely automate the learning process using computer technology. They are considered one of the promising forms of increasing the efficiency of the educational process and are used as a teaching tool of modern technologies. The pedagogical software includes: a set of 3 subjects, technical and methodological support, and additional auxiliary tools.



Pedagogical software tools can be divided into:

- **Educational programs** are aimed at mastering new knowledge based on the level of knowledge and interests of students;
- **Test programs** are used to test or evaluate acquired knowledge, skills, and abilities;
- **Trainers** - serve to repeat and consolidate previously mastered learning material;
- **Virtual reality systems** are programs that create a virtual learning environment with the participation of a teacher.

The use of practical and pedagogical software tools in pedagogical activities

There are a number of positive factors that confirm their superiority over traditional tools for the implementation of the technology for creating pedagogical software tools. These factors are divided into didactic, psychological, economic, and physiological groups.

The distinctive features of innovative education are as follows:

1. Foresight, that is, not teaching based on the student's past and present experience, but teaching him to plan for the distant future, requires the student to be able to predict, anticipate, model, and design in social life and professional activities.
2. To ensure that students learn collaboratively and make important decisions (from local and private to taking into account the world, culture, and civilization development, to actively participate in solving global problems.

Innovative technologies are innovations and changes in the pedagogical process and the activities of teachers and students, and their implementation mainly uses interactive methods.

Today's teacher must be a universal specialist, both a teacher and a learner, that is, he must constantly work on himself, constantly seek and live. In order for teachers to fully fulfill their responsible duties, it is necessary to make extensive use of modern methods of education and upbringing.

The introduction of information and communication technologies into teaching processes opens up a wide range of opportunities for students to master the secrets



of science. It broadens their horizons and increases their intellectual potential. One such innovative technology is the PLICKERS program.

It has been a long time since this program was introduced into the education system in foreign countries. This program provides ample opportunity for students to deeply understand the lessons and homework assignments. The implementation of this program in the educational process will significantly increase the level of knowledge of each student, while broadening their worldview.

The basis of innovation can be expressed as follows:

1. State your goal.
2. Inspire your team.
3. Create synergy.
4. Create a process.
5. Be proactive.

Summary

Based on the above, it can be concluded that it is necessary to systematically study the pedagogical needs, interests, and areas of particular importance of students. Also, organizing the teaching process based on innovative technologies, ideas, concepts, and advanced pedagogical practices that serve to satisfy the creative interests and needs of students serves to form a meaningful and active approach to the development of creativity.

It is advisable to pay special attention to the development of creative competence through the use of specialized, that is, innovative pedagogical technologies, based on the development of students' creative skills, and to widely use modern information and communication technologies, innovative strategies, and interactive educational methods and technologies.

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