



DESIGN OF SOFTWARE FOR TEACHING FOLKLORE

Sabitova Tadjixon

Researcher at Chirchik state pedagogical university, Uzbekistan

ABSTRACT

This article contains the importance of teaching software design for learning folklore, definition of design, scientific and theoretical opinion and comments on its role in the education system.

KEY WORDS

Education, design, folklore, software, multimedia, computer, program, student.

INTRODUCTION

The introduction of computer technology into the education system is one of the objective processes, creating the conditions that meet modern requirements, provide the opportunity to master and facilitate the assimilation of various modern studies. Modern software provides the possibility of active search for new methodologies, enhance the quality of education in accordance with modern requirements.

The educational program is a term meaning any large -scale comprehensive software designed for use in the field of education. It (program) includes everything, from the information systems of students and class management programs to information management programs and language learning programs. All educational programs are used to make it effective in the field of education. Educational programs' users are teachers, students' parents and educational institutions.

The mass introduction of programmed educational technologies was not possible for technological and economic reasons. With a growing number of personal computers, you could use computers as an educational tool. The discoveries and achievements of the theory of programs were not taken into account when developing a large number of curricula, since often developers were programmers, not methodologists. The programmer determined the functionality of electronic learning, and the teaching teacher compiled the content. This incompatibility revealed the low quality of existing curricula and sufficient efficiency of their implementation.

To eliminate uncertainty, a description is recommended in modern incomprehensible terminology. The tools are designed to solve certain pedagogical problems on the computer, as well as software tools (software complex) or software and hardware complex, which have a topic and are aimed at interacting with a student. Thus, hardware and software of a personal computer are also included in this definition.

In our work, it is recommended to limit the use of a software component called electronic learning tools.

Electronic learning tools for media tools are software tools designed to solve certain pedagogical problems, have the content of science and relations with the student. However, in the study, we must highlight specific textbooks in the class of electronic educational media

tools. Interactive educational media -tools are electronic learning aimed at managing students and managing educational activities.

The development of computer culture in world practice, achieving the effectiveness of vocational training, improving the effectiveness of education in the field of education, improving the effectiveness of sciences, improving the essence of science, "information technology" and research work to ensure and use the interlocutor of folklore courses. As a result, students, the possibility of creating potential conditions for professional activities in the field of selected information technologies.

The educational program is understood by computerized computer programs, applications or platforms that serve to facilitate teaching and teaching. These objects are aimed at supporting the teacher, educational environment, to educational conditions. Training programs are critical thinking, a simple solution to problems containing skills. Thanks to educational programs, this allows students to control and control students and their skill. Educational programs are divided into several types.

Education management systems. They say that it controls the content of education through the platforms. Follow the development of students, facilitates the relationship between teachers and students.

Educational game programs. Educational games that attract students through an interactive game in order to strengthen the concepts. Programs based on simulation. A program that imitates real processes or an environment for teaching practical skills.

Electronic training programs. The package of programs included videos, quizzes and tasks that provide access to online platforms, various classes.

Assessment tools. Software used to evaluate research and students' understanding. Platforms such as (Quiz, Google Forms).

Current programs. Tramp programs include speech therapy programs. There are these types of educational programs. This will help students increase the percentage of recording the education system in order to raise the education system to a new level using educational programs and increase its effectiveness.

The use of digital learning technologies in teaching folklore allows you to enrich folklore and its development as a pop culture and adapt to modern requirements. Teaching folklore using educational programs allows students to study and use in different places. Enrichment of folklore work, the creation of their digital electronic websites, as well as to enrich educational resources using audio, video, video, exercises, research in various formats and enriching educational resources. Young people will respond to modern requirements in the same way. The use of innovative educational programs and interactive media programs in teaching folklore gives him the opportunity to increase his effectiveness.

Stages of implementing the development of folklore software in the higher education system are formed from students, students, forms and methods of students' activities, teaching, educational forms and methods.

The project is a product of efforts aimed at developing the content of pedagogical activity, guaranteeing its progress based on this purpose. The project was received from the design - the amount of documents to create some complex developments.

Design - on the basis of initial data, assuming the expected result, assimilation, assimilation, assimilation, activities or practical actions aimed at developing the process through planning.

Designing the educational process is the development of its project, schemes, taking into account all factors for the effective organization of the learning process.

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