

Improving the Effectiveness of Literary Education by Using Modern Information Technology

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Abstract: In this article it is analyzed that heuristic teaching methods, use of heuristic methods in the analysis of artistic works, students' search training, problem tasks and exercises allow effectively to form in students such skills as autonomy, dexterity, decision making. along with the initiative.

Keywords: creativity, creative activity, heuristic approach, interactive method , heuristic learning, creative task.



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As noted by the President of the Republic of Uzbekistan S.Mirziyoyev: Today, to renew and modernize our country, develop it on an innovative basis, realize the multifaceted and complex tasks that we set ourselves, we are modern and creative thinking, everyone. We entrust important tasks in the management of the state and society to young people with high intellectual potential, capable of taking responsibility in any situation ». Raising young people with intellectual potential, modern and creative thinking, providing them with quality education remains one of the current challenges. ¹

When teaching works of art, given in the textbook of literature, in high schools of general education are taken into account age, life experience, level, imagination ability of students, as well as the mindset formed by acquaintance with the work. If the reader cannot feel the situation of the characters of the work from within during the study of the artistic work, his interest in literature and reading the artistic work weakens.

Based on these considerations, it can be said that when teaching literary work in general education school should pay special attention to the development of students' creative activities and their creative activity.

The famous German teacher Friedrich Wilhelm Adolf Diesterweg in his «Handbook of German Education for Teachers» gave important advice and instructions to teachers: «Teachers should

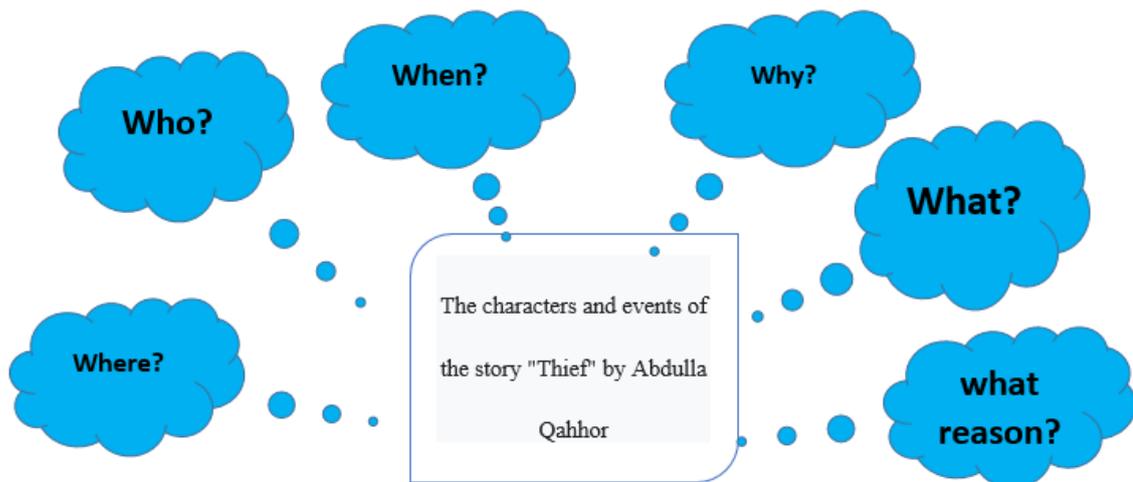
¹ The President of the Republic of Uzbekistan Sh.Mirziyoev's holiday congratulation to the youth of Uzbekistan. June 30, 2018.

regularly study science. Otherwise it will look like a dead tree and stone. As dry wood and stone cannot bring fruit, neither can one expect any future results from such a teacher.²

Although three centuries have passed, the above ideas of master teacher Adolf Diesterberg have not lost their relevance. Indeed, teachers should constantly work on themselves, regularly check the news related to their subject, discover and apply various methods that serve to increase students' activity during the lesson. For example, the method «Research and design» that we will now consider is one of the most effective methods of craftsmanship. When teaching a lesson by this method, students conduct research on a small, yet unstudied problem, individually or together, based on the acquired knowledge and test and prove the correctness or inaccuracy of the assumption regarding the solution of the problem. problem.

The steps of the method are organized as follows:

- the lesson presents a hero of the work or historical fact about it ;
- Gather database for its study and research;
- Assumptions and predictions have been made regarding the identification and disclosure of problems or information;
- The accuracy of each forecast is analysed and confirmed on the basis of collected data;
- Make conclusion
- do class presentation.



The study and observation of literary works not only gives knowledge and educates the student, but also directs him to intellectual and creative activity. It allows to actively develop memory, observation, cognitive process, imagination and emotions. Observing the character of the characters in the book reveals each student's individual side.

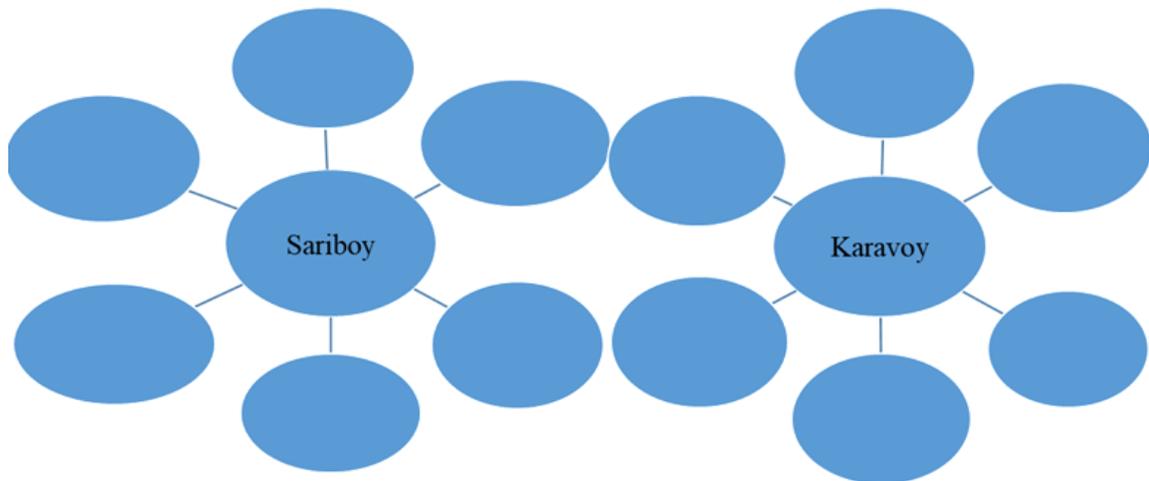
For example, in the process of studying the epoch of Alisher Navoi «Hamsa» presented in the textbook of literature, you can use the following interactive educational methods to determine the character of the heroes of the work, identifying their characteristic qualities of justice or tyranny. .

Method of «Wheel of ideas».

The class is divided into 2 groups. Each group is given the following pre-prepared drawing. In the 1st group is presented the character of Sariboy from the story of Gaffur Gulam «Shum bola». The second group records the characteristics of Karavay from the story.

² Disterweg A. *Selected pedagogical essays*. - M.: Ucoppegez, 1956. 374 s.

As a result of using this method, students through small studies reveal the specifics of the characters of the work.



Students can be stimulated by the creative didactic game «I am a future artist» in science classes. This game will give students the opportunity to create with pleasure. In this process, students are given the task of creating a portrait of their imagination, drawing an illustration based on the image of the nature or character of the characters of the work they have read for 7 minutes. In this game, students may not create a work of art, but through the assignment they will feel more deeply the essence of the work and the state of the characters.

Education is known to require constant renewal, research and creativity. So, as far as possible, we should try to develop new teaching methods, to develop students' interest in literature, in general, for all subjects.

We recommend that students use Google Classroom or Google Class in their online learning, and perform a number of assignments and creative tasks as described in the textbook. Google Classroom is an online learning service that allows teachers to create courses, conduct webinars, and conduct quizzes, tests and quizzes for students. Google basically collects multiple tools in one service. Among them there is a disk for saving files, Google Docs for publishing text lectures, presentations, surveys, video chat service and calendar for planning the learning process. Google Classroom is a great digital tool because it saves teachers time and paper, allows them to communicate easily with their students, see which students have completed the tasks, and as a result, have real control over the lesson. Google Classroom brings together all the tasks, announcements and students' work in one place. It is a great tool for sharing information with students, collecting their papers and providing feedback on any topic.

Another learning platform - Kahoot ! This platform can be used in classrooms, schools and other educational institutions. This site has a catalog of Kahoots games, each of which is a quiz with multiple-choice questions. It is also a digital tool that helps students to test their knowledge, analyze important concepts and memorize information. It also creates a favorable environment for class discussions and interaction with students. By entering the game code into their application or device, teachers create games with multiple choices of class content that students can play throughout the class.

Another achievement of the next digital technologies is the possibility to create interactive exercises in the online service Liveworksheets. Thanks to online platforms such as Liveworksheets, it has become possible to use in the new format various handouts, exercises and assignments or e-exercises prepared in different authoring programs, tests that are available in traditional education, without changing the tests drastically. That is, teaching materials created

with such difficulty can be used without being discarded. It is important to note that thanks to new digital tools they become innovative and useful educational tool.

In short, the use of the above technologies and methods in organizing the educational process in an unusual way will teach children to quick thinking, resourcefulness and creativity, and most importantly, correctly and wisely, effectively use gadgets. In short, if heuristic techniques and methods that develop students' activity are regularly and adequately used in the organization of literature classes at different stages of education, they will become the right way to form and grow up young people as a fully developed personality.

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