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THE USE OF INNOVATIVE PEDAGOGICAL TECHNOLOGIES IN TEACHING TECHNOLOGY

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Abstract
This article discusses innovative pedagogical technologies that can be used to teach technology.

Keywords: Technology, creativity, personality, qualifications, labor, invention.

INTRODUCTION

(Matthew 24:14; 28:19, 20) Today, the fundamental reforms that are taking place in education in our country serve to ensure that young people who are considered the future of our country are developed as mature individuals on all sides for the prosperity of our Country and that they grow up to be competitive standards. At a time when 21st-century science and technology are rapidly developing, students should not feel that foreign experiences, new projects are entering every area as a teacher of science in the development of our country and education, and that students should also be interested in science, taking a deep hold of the subject. Teachers in technology should feel terribly about the role and content of this subject in society in the course of the course, the objectives of the subject in teaching, and at the same time teach students industriousness, creativity, and entrepreneurship in some sense. "It is well-known that the teaching profession is a very responsible profession and requires a variety of integrated knowledge and skills.

In addition to educating students in the future, a technology teacher will develop certain vocational skills in them. In this way, the teacher should not have high qualifications and professional skills in the preparation of the given items. In addition to knowledge and skills, a teacher must have the ability to influence students through his or her own tried-and-tested style, teaching, and training. In addition to educating students in the classroom, students need to be trained in higher education institutions to cultivate their skills and train them through work. "Technology" plays an important role in bringing students into the world of labor and occupation. Improving its methodology, strengthening its material well-being, strengthening the school's relationship with the industrial production sector around it, organizing good, productive work, improving its educational efficiency and adding to

education, and improving the preparation of students for work are among the most important tasks of our day. While the course of technology applies general didactic principles for other subjects at school, it also has its own characteristics. Students engage in creating activities, not knowledge activities.

Technological predictions, weapons, and processes serve not as an object of simple learning, but as a means of instruction, didactic material, and technical means of teaching that activates students' work. Technology teaches these and other characteristics as a curriculum. Studying technology involves studying materials, their properties, and preparing a variety of materials based on the characteristics of these materials. This process involves using technological knowledge from teachers, analyzing the quality of finished materials through creative and technical thinking, and instilling professional knowledge in students.

Teaching students to work from a young age will be a great deal of work in their future life. In addition to their work skills, students need to develop such abilities as creativity, technical knowledge, and collective creativity.

In one of the most prestigious philosophical dictionaries of the early twentieth century by renowned idealistic philosopher E.L. Radlov, creativity is associated with the creation of something, the ability to create is the most unique to God, and a person can only perform relatively creative actions ... Along with such statements, attention was paid to the existence of unconscious processes in the creative process. Later, as the scientific study of different types of creativity changed, both attitudes towards it and the definitions for creativity in general changed. Recently, attention has been paid mainly to the fact that the creation of a new product is connected with creativity that was not before; Creativity is manifested in various fields of human activity, when new material and spiritual values are formed.

Creativity is an activity that contributes to the creation, discovery, of something previously unknown for a particular topic. Another point is related to the scope of creative activity. In social practice, as a rule, creativity is measured by categories of innovation, such as discovery, invention, rationalization. In recent times, much has been said about innovative (innovative) activities related to innovations in organizational and technological processes. But such an activity can be called rationalization.

Rationalization – to improve the usage of existing technologies (we only get the aspect involved in solving technical issues). So we can say this: the inventor, first of all, is interested in the final effect, function, designer - the device that performs the function and the rationalizer - to use the finished device more rationally for some personal purpose.

A rationalization proposal is the solution to a certain problem to improve the way a particular problem works in a new specific environment (e.g. in some factory workshops) locally (unlike an invention of general importance). In certain circumstances, a rationalization proposal can be an invention. The design can be "tied" to the work of the inventor and rationalizer, if it is necessary to create certain designs to implement them. The

practical difference between invention, design and rationalization should be traced back to the nature of the goals of each activity. The invention aims to solve the technical problem, the problem in general; design - creation of a structure;

The project is an intellectual and practical creative solution implemented by students. Independent work of students performed under the guidance of the teacher. If we focus on the working definition of creativity, it seems appropriate to link it to solving new problems or finding new ways to solve previously solved problems, and solving the various problems, situational challenges that arise in manufacturing. and everyday life. Before we consider the structure of the creative solution to the new problem, we will pause on general information about the types of technical creativity. Professional types of creativity include invention, construction, rationalization, design. There is a close relationship between all kinds of technical creativity. During the first period of the rapid development of technology, such a division was not observed, and scientific literature focused mainly on inventive activities. Currently, there is a scientific and practical division of the proposal for discovery, invention and rationalization, which is carried out only against technical objects. Thus, when it comes to discovery, it is understood to establish an objectively existing property or event that was previously unknown. An invention called a new solution to a problem that has positive implications for production, culture, etc. Inventions are divided into constructive (devices), technological (methods) and the creation of new substances

Technology opens the door to opportunities for us to step into new areas of the education system. Another obvious example is that labor education has been changed to a technology fan. The main reason for this is that the word labor has a broad meaning and understanding, and modern technology and technology do not correspond to our advanced times. But to achieve a high level in this area, first of all, the material and technological base must meet the demands of time. To eliminate these shortcomings, the following measures should be implemented:

- the content of current technology taught in general secondary schools is not enough to develop technological literacy, critical thinking and creativity competencies that can be used in an independent life;
- lack of metapredmet competencies and interdisciplinary dependence in teaching technology;
- the fact that the criteria for evaluation in the regulatory documents of technology are made only for graduate competence and a lack of textbooks, workbooks and teacher books, multimedia applications, didactic materials;
- the lack of elements needed for the development of the U.S. economy, such as mechanics, robotics, electrical engineering, automation, and arduino, has a positive impact on the professional qualities of prospective school graduates and professionals;
- a lack of equipment and equipment aimed at developing tactical competencies in the field of advanced technology, mechanics, robotics, electrical engineering, automation in order to foster strong motivation for learning in students;

– outdated material and technical base of technology, lack of equipment with modern technologies and technologies, and the failure to develop proposals to take adequate measures to provide funds from the budget;

In the process of technology education, innovative infrastructure should be developed by introducing digital technologies and modern methods.

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