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Effectiveness Of Using Creative Pedagogical Technologies in Primary Education

Deykanova Rano Bakirovna

Senior Lecturer, Department of "Theory and Methodology of Primary Education", Tashkent University of Applied Sciences, Uzbekistan

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Abstract: The article scientifically analyzes the theoretical and methodological foundations of the use of creative pedagogical technologies in the process of primary education, the mechanisms of their influence on educational effectiveness, and their role in the development of cognitive and creative activity of students. The concept of creative pedagogy in primary education, the impact of innovative teaching methods, interactive approaches, project and problem-based educational technologies on the development of primary education are based on scientific evidence.

Keywords: Creative pedagogy, pedagogical technologies, innovative education, interactive methods, cognitive development, creative thinking, methodological competence, educational effectiveness.

Introduction: In the modern education system, the primary education stage is of particular importance as the foundation of personal development. It is at this stage that students' cognitive activity, independent and critical thinking, creative approach, and motivation to study are formed. The updating of educational content, the priority of the competency-based approach, and globalization processes require the use of creative pedagogical technologies in primary education rather than traditional teaching methods. In this regard, the use of innovative and creative technologies in the educational process is emerging as an important factor in the development of students' intellectual potential.

Creative pedagogical technologies involve organizing education based on the view of the student as an active subject of the educational process, taking into account his interests, needs and individual capabilities. The use of creative methods and technologies such as problem-based learning, project activities, game technologies,

cluster, brainstorming, STEAM approaches in primary education serves the conscious assimilation of knowledge by students, the development of logical and creative thinking skills. In this regard, the teacher's pedagogical skills, innovative thinking and technological literacy are of great importance.

Studying the effectiveness of the use of creative pedagogical technologies in primary education is one of the current scientific and pedagogical problems today. Because these technologies serve to increase students' interest in the educational process, support their independent thinking and creative activity, and improve the quality of education. Therefore, this article aims to scientifically analyze the theoretical foundations and practical effectiveness of using creative pedagogical technologies in the primary education process.

Main Part

The use of creative pedagogical technologies in the process of primary education is an important pedagogical factor that provides a person-oriented and competency-based approach that meets the requirements of modern education. These technologies serve to turn students into active participants in the educational process, taking into account their age and psychological characteristics. As a result, students develop the skills of acquiring knowledge not only by accepting it ready-made, but also through independent research and creative activity.

The theoretical basis of creative pedagogical technologies is based on the ideas of constructivism, activity-oriented approach and humanistic pedagogy. According to these approaches, the educational process is based on cooperation between the teacher and the student, and knowledge is formed on the basis of subjective experience. The use of creative technologies in primary education, such as problem-based learning, game technologies, project activities, interactive methods and the STEAM approach, activates the cognitive process of students and develops their logical, critical and creative thinking.

Creative pedagogical technologies used in primary education

Creative pedagogical technology

Creative pedagogical technology	Content	Main feature
Problem-based learning	Learning through problem situations	Develops critical thinking
Gaming technologies	Teaching based on didactic and role-playing games	Increases motivation
Project activity	Learning through practical projects	Increases independence
Brainstorming	Promoting free thought and ideas	Activates creative thinking
The STEAM approach	Education based on interdisciplinary integration	Develops innovative thinking

Problem-based learning technology plays an important role in forming the need for knowledge in primary school students. Based on this technology, students are presented with a specific problem or situation, and in the process of solving it, independent thinking, guessing and drawing conclusions are carried out. This leads to a solid and conscious assimilation of knowledge. Game technologies, on the other hand, correspond to the psychological characteristics of young students and allow them to organize the educational process in an interesting and effective way. Through didactic and role-playing games, students acquire knowledge in a natural environment and develop communication and cooperation skills.

Project-based education helps to develop independence, responsibility, and creativity in elementary school students. During the project process, students actively participate in the stages of problem identification, information collection, planning, and presentation of the result. This process develops their

practical competencies and allows them to connect knowledge with real life. The STEAM approach is based on interdisciplinary integration and, while increasing students' scientific and technological literacy, develops innovative thinking.

In the application of creative pedagogical technologies, the pedagogical skills and professional competence of the teacher are of decisive importance. The teacher, acting as a facilitator and guide in the educational process, must create conditions for students to freely express their opinions, show initiative and engage in creative activities. Also, taking into account the individual abilities and interests of students when planning the educational process further increases the effectiveness of creative technologies.

Conclusion

The use of creative pedagogical technologies in the process of primary education is of great pedagogical importance in improving the quality of education, developing students' cognitive activity and creative thinking. Theoretical analyses conducted during the study show that education based on a creative approach forms students as active subjects who acquire knowledge not as passive recipients, but as independent search, analysis and practical activities.

Creative pedagogical technologies such as problem-based learning, game technologies, project activities, and the STEAM approach are appropriate for the age and psychological characteristics of primary school students and effectively develop their logical, critical, and creative thinking skills. These technologies form a stable interest in education and internal motivation in students, ensuring a solid and conscious assimilation of knowledge.

It was also found that the effectiveness of creative pedagogical technologies largely depends on the professional competence, pedagogical skills and innovative thinking of the teacher. The role of the teacher as a facilitator, proper planning of the educational process and taking into account the individual capabilities of students further increase the practical effectiveness of these technologies.

In conclusion, the systematic and targeted use of creative pedagogical technologies in primary education is an important factor in ensuring the comprehensive development of students, forming them as independent thinkers, creative and competitive individuals. Therefore, the widespread introduction of these technologies into educational practice and their methodological improvement remains one of the urgent tasks of the modern education system.

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