ISSN: 2181-1385
Scientific Journal Impact Factor (SJIF) 2020: 4.804

O‘YINLI TEXNOLOGIYALARDAN FOYDALANIB CHIZMACHILIK DARSLARIDA O‘QUVCHILAR IJODIY QOBILIYATLARINI RIVOJLANTIRISH VA DARS SAMARADORLIGINI OSHIRISH METODIKASI

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ANNOTATSIYA

Ushbu maqolada chizmachilik darslarining samaradorligi va o‘quvchilarning bu fanga qiziqishlarini oshirish usullari keltirib o‘tilgan. Shuningdek dars jarayonida qo‘llash mumkin bo‘lgan metod va o‘yinli texnologiyalar ham misollar orqali ko‘rsatib berilgan. O‘yinli texnologiyalar orqali o‘quvchi talabalarning ijodiy qobiliyatlarini ham rivojlantirish mumkin ekanligi ko‘rsatib o‘tilgan.

Kalit so‘zlar: chizmachilik, ijodiy qobiliyat, o‘yinli texnologiya, metodika, didaktika, didaktik o‘yinlar, ko‘rsatmali qurollar, ko‘rsatmalilik.

METHODOLOGY TO DEVELOP THE CREATIVE ABILITY OF STUDENTS AND INCREASE THE EFFICIENCY OF THE LESSON USING GAME TECHNOLOGIES IN DRAWING CLASSES

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ABSTRACT

This article discusses the effectiveness of drawing lessons and ways to increase students' interest in the subject. Examples of methods and game technologies that can be used in the classroom are also illustrated. It has been shown that game technology can also develop students' creative abilities.

Keywords: Drawing, creativity, game technology, methodology, didactics, didactic games, visual aids, demonstration.