

ORGANIZATION OF LESSONS USING STEAM TECHNOLOGY IN PRIMARY GRADES**Nishonova Kamola**

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Abstract: This article describes the use of STEAM technology in the organization of lessons in elementary grades. Today, world education has great challenges. The main requirement is to raise the spiritual, moral and intellectual development of the young generation to a qualitatively new level, to teach them to adapt to the rapidly changing world. At the same time, it aims to introduce innovative forms and methods of education into the educational process. As a confirmation of these opinions, this article highlights recommendations on the use of motivational and innovative solutions and effective use of educational resources in order to introduce STEAM education for primary education subjects.

Key words: Primary education, STEAM technology, innovative methods, skills, practical skills, theoretical skills, indicator, level, method.

"Tomorrow, the well-being of our planet, as the President noted, is closely related to how young people, who are the largest generation in the history of mankind in terms of numbers, will mature into human beings. Therefore, in order to prevent the spread of the "virus" of the idea of violence among young people, it is necessary to further strengthen the spiritual immunity in their minds and hearts.

In order to raise the quality of education to a new level, on September 5, 2018, the President of the Republic of Uzbekistan "On additional measures to improve the management system of public education" No. PF-5538 The decree was accepted. In it, as the main directions of the reform of the public education system:

1. Introduction of advanced foreign experience into the system of public education, modern pedagogical technologies, including innovative methods of teaching, creation of a new generation of educational and teaching-methodical literature, fundamental and implementation of applied scientific research is defined.

RESEARCH MATERIALS AND METHODOLOGY: Approved by the decision of the President of the Republic of Uzbekistan No. PP-3931 dated September 5, 2018 "On measures to introduce new principles of management into the public education system" adopted in order to ensure the implementation of this Decree In Section II, Clause 11 of the "Program of Measures for Further Improvement of the Public Education System of the Republic of Uzbekistan in 2018-2021": New state educational standards of general secondary education and improvement of the curriculum and at the same time the gradual introduction of STEAM (science, technology, engineering and mathematics) methods into practice.

In order to fulfill these tasks, first of all, participants of education - pedagogues, methodologists, students, parents, etc. should know information about the STEAM method and international studies conducted in the direction of the quality of education, and apply them in practice. they will need to have qualifications.

New STEM / STEAM / STREAM approaches are widely used in developed countries and are positively evaluated by the world community.

How does the STEAM approach affect academic performance? Its main idea is that practice is as important as theoretical knowledge. That is, during learning, we need to work not only with our brain, but also with our hands. Learning only in the classroom is not keeping pace with the rapidly changing world. The main difference of the STEAM approach is that children use both their brains and their hands to successfully learn different subjects. They "read" the knowledge they received. STEAM education is not only a method of teaching, but also an education for logical thinking.

To carry out education in an integrated way, not according to academic subjects, but according to "subjects". STEM education combines interdisciplinary communication and design, based on the integration of natural sciences with technology, engineering creativity and mathematics. In this, preparation for professions related to engineering is carried out.

The main goal of introducing STEAM education is to identify the interests of young students from school age and direct them to the development of their talent and creativity, and to educate scientifically inquisitive and creative personnel by implementing innovations.

STEAM inspires students, students explore as inventors and scientists, explore the possibilities of technology, design as engineers, create as artists, think like mathematicians, and of course, children have fun playing.

If we use STEAM technology in the teaching of educational subjects in primary grades, children will better understand the subject, regularly study the people around them, and thus ensure a new level of development of their interest, ability to overcome critical situations, teamwork skills.

Therefore, develop the topic "My health" based on STEAM technology we are

The letter S in STEAM technology stands for science. Students will be introduced to theoretical information.

Theoretical information: A balanced diet is the consumption of foods that help maintain or improve human health.

The letter T stands for technology. After getting acquainted with the topic statement, they will independently decide which of the following points is correct.

- Cereal products contain a lot of protein;
- Legume products replace meat;
- Fruits and vegetables can make up half of daily food;
- You can't eat a lot of sweets;

The letter E stands for engineering. In this, students are asked to make their favorite vitamin-rich fruits or vegetables out of paper or plasticine.

The letter A stands for art. Students can think creatively about the fruits or vegetables they want and write poems, stories, comedy stories or pictures of those fruits and vegetables in their notebooks.

The letter M stands for mathematics. Students are asked to choose a fruit, vegetable or product rich in vitamins and find out how many calories are in them. Of course, they are given basic information. For example, 1 apple contains 30 kcal, 100 g of meat contains 218 kcal, and 1 glass of milk contains 42 kcal.

In conclusion, the STEAM approach in general secondary education allows students to practice the topics in each lesson under the supervision of the teacher. It encourages them to turn their ideas into reality and create products. This educational approach helps students to effectively combine theoretical and practical skills and makes it easier to study in family educational institutions.

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