

**DISTINCTIVE FEATURES OF USING COMPUTER LITERACY FOR
6–7-YEAR-OLD CHILDREN****Suvanova Nodirabegim Sadir qizi**(Navoi, Uzbekistan) Lecturer, Department of
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Annotation: In this article, the importance of using computer technologies in activities in preschool educational organizations, the role of information and the formation of a culture of effective use of computers in the educational process, the impact of computer technologies on the development of preschool children, the effectiveness of new methods, in 6-7-year-old children the importance of the computer and the practical situations of pedagogues' information skills in activities.

Key words: Pre-school education, method, information, educational process, pedagogy, psychology, child, computer, technology, method, style, method, teacher, pupil, person, individual, activity.

Аннотация: В данной статье рассматривается значение использования компьютерных технологий в дошкольных образовательных организациях, роль информации и формирование культуры эффективного использования компьютеров в образовательном процессе, влияние компьютерных технологий на развитие детей дошкольного возраста, эффективность новых методов, у детей 6-7 лет значение компьютера и практические ситуации информационных навыков педагогов в деятельности.

Ключевые слова: дошкольное образование, метод, информация, учебно-воспитательный процесс, педагогика, психология, ребенок, компьютер, технология, метод, метод, метод, воспитатель, воспитанник, личность, индивид, деятельность.

Currently, the introduction of information and communication technologies, multimedia technologies in preschool educational organizations in our country is one of the important moments of education informatization. Multimedia technologies, the most rapidly developing and promising area of information technologies, preschool education is considered the primary link of the continuous education system, which is comprehensively plays a very important role in raising a healthy and harmonious child and preparing him for school.

During the years of independence, the education system and the upbringing of a harmonious generation in the Republic have risen to the level of the main priorities of state policy. However, the conducted analyses show that the effectiveness and results of the work carried out in the field of preschool education are not sufficient.

The demand for information technologies in our country is a series of reforms being carried out in preschool educational organizations. Article 36 of the Law of the Republic of Uzbekistan «On Education» also states that «educational organizations may use distance learning technologies in experimental and innovative activities», and Article 5 of the Law «On Preschool Education and Upbringing» states: «The introduction of modern innovative and information and communication technologies for the comprehensive development of preschool children is established by law».

Raising a well-rounded generation, realizing the intellectual potential of the younger generation, and raising them to be well-rounded individuals is one of the goals set by educators. Mainly through computer literacy activities in the acquisition of high knowledge by preschool children, we can also revive national values in children in the form of videos. The widespread use of new information technologies in education is also leading to more effective and higher results than traditional teaching methods. Currently, modern information technologies,

computerization and computer networks in the education system are an important basis for the educational process, serving to meet the needs of young people for new information. In preschool educational organizations, children aged 6–7 are educated in preparatory groups. The initial period of developing their computer literacy also begins and develops at this age. This process shows the importance of computer technology in the development of children's minds and is causing a great interest and demand among children.

Technologies designed for preschool children differ from traditional technologies in the following ways:

- psychological aspects of children;
- age of children (6-7 years old);
- duration of computer activities (15 minutes);
- suitability of the material for children (in multimedia form);
- volume of the material (designed for 30 minutes);
- level of complexity of the material (simple materials are selected for children).

The technological approach in the multimedia computer technology option created for preschool children is as follows:

First, in order to make it convenient and easy for a preschooler to master the material being studied, the material is divided into interconnected parts, segments.

Secondly, in order to obtain the intended result from education, it is assumed that actions are performed sequentially and the planned work is completed. Most importantly, the material to be studied in this technology is presented on a multimedia basis. As a result of such a multimedia effect on the child's brain, its assimilation improves and the effectiveness of the training increases. It is advisable to use multimedia to satisfy the child's need for communication and comprehensive development in the preschool period. To create an animation studio in STEAM technology, you will need the usual technical equipment today: a digital camera, a computer or laptop with sound recording and animation software. At the same time, creating cartoons with children requires taking into account certain conditions, allocating separate time, organizing group activities, organizing work with parents on a plan, and media literacy of educators.

Tasks for familiarization with the computer and mastering computer technologies:

- To introduce children to the world of information culture, to prepare them to master the ideas of computer science.
- To form skills in working with a personal computer (Paint, Microsoft Word, PowerPoint).
- To familiarize themselves with the media player interface, the basic principles of computer animation).

Organizing computer literacy activities for preschool children through information and communication technologies not only helps to increase knowledge, but also helps to develop important skills such as communication, creative thinking, and cooperation. In developing societies, the 6–7-year-old stage is the first comprehensive educational stage for young people, where multimedia tools can significantly increase the effectiveness of teaching. Theoretical foundations, practical approaches, age-appropriate educational projects, safety and inclusion, the role of educators, family participation, and an assessment system are among the most important tasks. The joint actions of children and the development of communication between them are somewhat related to the topics of computer literacy activities.

Specific features of organizing computer literacy activities for children aged 6–7:

- Cognitive development: working memory, attention control, the beginning of logical thinking.
- Language and communication skills: composing a story, clearly expressing thoughts.
- Motor skills: development of skills in working with a keyboard, mouse, touch screen.
- Social and communication skills: group work, role-playing activities, cooperation.
- Health and safety: monitored screen time, proper ergonomics, safe online environment.

- Interactive learning: multidisciplinary activities through interactive whiteboards, tablets, small computer labs.
- Safety, ethics and inclusion education: internet safety, privacy, cross-cultural adaptability.
- Content and materials: age-appropriate programs, visual-text materials, videos, audio materials; templates, visual guides.
- Assessment and monitoring: formative assessment, portfolio, project-based assessment, analysis by indicators.

From the above, we can conclude that in preschool age, the use of a computer is possible and necessary, it helps to increase interest in learning, its effectiveness, and comprehensively develops children. Computer games involve children in developmental activities, form culturally approved knowledge and skills. The educational effect depends on the design of the game, its openness to the child, his level of development and interest. In the game, he can control the level of difficulty, rules, methods of solving problems, which allows him to create cognitive structures that were not available to the previous generation.

Therefore, the most appropriate solution for us is to organize computer literacy activities in preschool educational organizations. Every modern educator should be able to use information and communication technologies, collaborate, solve problems, search for knowledge, critically analyze and generalize information from various sources during their work. Educators should not only master computer literacy, but also use it effectively and efficiently, constantly consolidate their knowledge and continue to research.

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