MULTIMEDIA TECHNOLOGY AND ITS USE IN PRESCHOOL EDUCATION

Nodira Khakimovna Begmatova
Candidate of Pedagogical Science, Docent,
Karshi State University, Karshi, Uzbekistan
e-mail: bn3121400@gmail.com

ABSTRACT

The article discusses how preschool education organizations can employ multimedia technology to enhance the learning process, allowing them to take an innovative approach to preschool education and improve educational effectiveness as a result.

Keywords: scholar, educational effectiveness, multimedia technology, presentation, computer, style, didactic game, innovation.

INTRODUCTION

One of our country's key challenges today is to raise a harmoniously formed generation, to realize young people's intellectual potential, and to raise them as fully developed persons.

The first category of education listed in Article 7 of the Law of the Republic of Uzbekistan "On Education" is preschool education and parenting. Article 8 also contains the following: "Preschool education is a sort of education that focuses on teaching and educating children, as well as preparing them for general education."- It is said.

According to the Resolution of the President of the Republic of Uzbekistan "On measures to further improve the system of preschool education in 2017-2021" ...Improving the quality of preschool education, radically improving the quality of preparation of children for school in preschool institutions, the introduction of modern educational programs and technologies widely used in world practice in the educational process " - functions are defined.

Republic of Uzbekistan In the Resolution of the President of the Republic of Uzbekistan dated May 8, 2019 "On approval of the Concept of development of the system of preschool education of the Republic of Uzbekistan until 2030" It is also necessary to introduce innovations, advanced pedagogical and information and communication technologies in the system of preschool education[1].

As can be seen from the evidence outlined above, the pre- school education system in nurturing a spiritually perfect and intellectually developed person the introduction of multimedia technology, teaching students to use the computer in an elementary way, and preparing them for school education with computer literacy show that one of the most pressing issues today. didactic materials, as well as research pedagogical and psychological influence on children in the educational process and remember that the relaxation phase lasts 15-20 minutes.

The rapid development of information and computer technologies, which enter our daily lives and many areas of human activity and affect their development, also affects their play, play activities, upbringing and development of preschool children. At present, the tasks of teaching preschool children new information technologies, acquainting them with computers, teaching them the basics of computer literacy, the formation of psychological preparation for life in the information society, the organization of training on the basis of multimedia technology. The use

of multimedia technology in the educational process of preschool education organizations is impossible without its means. Multimedia tools include, first of all, electronic textbooks, CDs, video and audio information,

In the multimedia computer technology version for preschool children, the technological approach is as follows: the material is divided into interrelated parts to facilitate the student's mastery of the material being studied, followed by a series of steps to complete the project. is kept. Most importantly, the material studied in this technology is presented on a multimedia basis.

As a result of such a "multimedia attack" on the child's brain, the child's level of mastery increases and the effectiveness of training increases.

Multimedia technology for preschool children differs from current traditional technologies by[2,3]:

- Psychological aspects of children;
- Age of children (6-7 years);
- Duration of computer training (15 minutes);
- Suitability of the material for children (in multimedia form);
- Volume of material (for 30 minutes);
- The level of complexity of the material (simple materials are chosen for children);
- Their activity levels, etc.

METHODS

When creating multimedia tools for preschool education, it's important to consider the students' age and choose acceptable

It is known that any pedagogical technology has a specific component. Similar multimedia technology also has educational components. Such components include[3]:

1) Theoretical and practical bases;
2) Methods and techniques of teaching, including training;
3) Pedagogical and psychological aspects;
4) Technical and didactic means;
5) Criteria for assessing the knowledge acquired by students;
6) Sources of education and others.

The peculiarities of multimedia technology are reflected in increasing the activity of students, increasing the volume of learning materials, pre-designing the educational process, guaranteeing results, facilitating the form of education, as well as the content, structure, methods and forms of education. Pupils have the opportunity to remember the acquired knowledge for a long time. A unique way to increase children's interest in the material studied and the computer is the use of multimedia computer technology. Multimedia tools play a major role in the development of the pupil's psyche and the formation of thinking skills. In the use of multimedia computer technology, in addition to acquaintance with the text, the child's thinking potential is formed by increasing the features of animation. One of the peculiarities of computer education is the negative impact of the computer on the body of children. Therefore, trainees should not use the computer for more than 15 minutes continuously during the session[5,6].

One of the main requirements for the implementation of multimedia computer education in the classroom is the formation of computer literacy of children and ensuring their independent work on the computer. Below we review a sample lesson on elementary mathematical knowledge based on multimedia technology (computer-based learning).

Lesson 1 "Learning addition and subtraction up to 5 numbers" (30 minutes - two stages of 15 minutes each).

Below are two multimedia sheets dedicated to learning the operations of addition and subtraction up to 5 and intended for use in the first exercise.

In this presentation, by giving animation effects to the spruces, they move on the monitor screen and come out one by one, the colors are polished, the educator-teacher explains the process of addition and subtraction and comments on the material. The appearance of the numbers on the monitor screen changes, i.e. a multimedia effect is created.
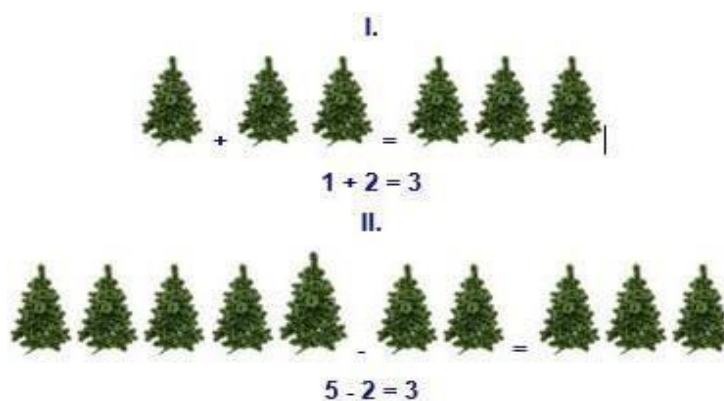

Figure 1. A sheet from a multimedia tool on the subject

As the arches are given the effect of animation, they move on the monitor screen and come out one by one, the colors shine. (Based on presentation materials based on Power Point).

First, the children count the spruces that come out one by one. In the presentation, the numbers on the monitor screen will also be given a multimedia effect, that is, they will also shine.

Then the operations $1 + 2 = 3$ and $5-2 = 3$ are performed independently by the other children on the computer. You can also use the multimedia didactic tool "Fill in the blanks" (Figure 2). This type of multimedia didactic tool includes the game "Fill the cell".
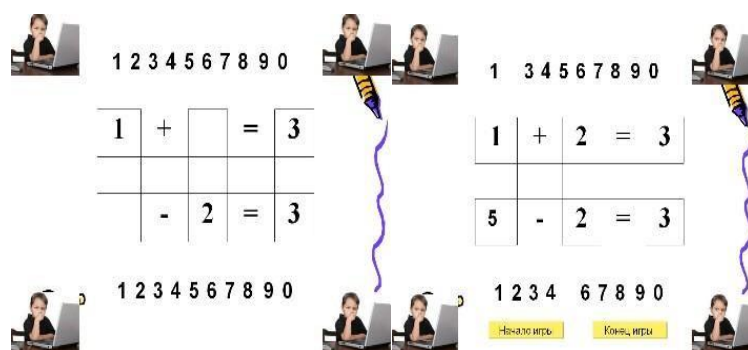

Figure 2. Fill in the blanks multimedia presentation

The content of this educational computer game is to fill an empty cell with an appropriate number.

Multimedia didactic tools are aimed at developing students' thinking, increasing their mental activity, stabilizing their attention, activating their perceptions.

About "Introduction to Nature" environmental education can be provided to pupils of preschool educational institutions. First of all, environmental education is divided into three types, that is, positive and negative environmental education and the negative environmental impact of the computer on the child.

Children should be educated to enjoy the beauty of nature, to keep the environment clean and tidy, not to harm animals and birds, not to destroy flowers and grass, not to break tree branches, not to destroy bird nests, not to disturb ants' nests. [7]

The second multimedia tool describes the positive and negative environmental impacts, and children will learn about the positive and negative environmental impacts based on information from Internet resources.

Figure 3. "Positive and negative environmental impacts" multimedia presentation

It is possible to use the computer "Journey" in ecological education of pupils of the preschool educational organization. To do this, find images of flora and fauna and various birds on the Internet and save them as a file in computer memory. Demonstrate them in an environmental lesson on a specific topic and explained by the tutor. As a result, children will be able to get acquainted with the flora and fauna of distant regions, continents and countries, and go on a "journey" around the world.

Word-formation training can also be done through the computer game "Word-formation from capital letters". For this purpose, presentation materials are prepared on the basis of Power Point program.

For example, the following slide from the capital letters - the word "MOTHER" (in Uzbek "ONA") will show the following. On the slide - apples, pomegranates and pears. The slide is also multimedia processed.

Figure 4. Make words from the initials of fruits

When a multimedia slide is shown, at the bottom of the slide, first the O-letter moves in space (animation), then the N-letter comes in the form of an animation, finally the A-letter comes in the same effect, and finally the word ONA is written.

CONCLUSION

Multimedia technology introduced in the educational process of preschool educational centers has certain advantages compared to traditional methods:

- brings up the ability to think in children;
- the child simultaneously sees and hears (the right and left hemispheres of the brain simultaneously show activity);
- Compared to traditional methods, the volume of material taught to children increases;
- Promotes the development of computer literacy of educators;
- in the course of classes it is possible to transmit didactic materials through animation;
- Breakdown of the materials studied into small parts (or in part).

On the basis of the above, the following conclusion can be reached:

- Ensuring its continuity with other types of education in the continuing education system, since preschool education is the first type of continuing education system;
- use of unique and appropriate multimedia technology of preschool education, development, creation of new pedagogical technologies and formation of their methodology;
- use the computer not as a game tool, but as a means of learning, create various educational and developmental computer games;
- Involvement in research work on the introduction of information technologies, including multimedia, in the educational and educational activities of preschool educational institutions. This is a technology that helps educate the younger generation.

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