The Importance of using Curriculum Projects in the Development of Students 'Personal and Creative Competence in the Field of Pedagogical Sciences

Turaboeva Madinahon Rakhmonjon qizi
Basic doctoral student of Andijan State University

Abstract: The article provides feedback and recommendations on the need to develop students' personal and creative abilities in the digital environment, opportunities for creative organization of pedagogical disciplines and the importance of using project assignments in the teaching of pedagogical disciplines to improve the quality of education.

Keywords: digital environment competence, creativity, personal-creative competence, modern education, project, educational project.

Introduction. At a time when the modern education system in the process of globalization has set itself the task of shaping the quality of individual independence, freedom, creativity, competence, it is necessary to abandon the strategy of reproductive education, including education that includes knowledge, skills and competencies the use of educational projects in the organization of the subjects identified in the plan.

As a result of the development of personal and creative competencies of students, they have the ability to analyze the types of problem activities, to independently understand the problems of the daily and educational process, to spend on the development of their abilities [1].

Literature analysis and methodology. A project is a collection of documents to create some complex developments. The concept of project is used in a broad sense to define any organizational form for the organization of targeted activities with a specific result (product of the project) [2].

A project, in turn, is a system of actions that is time-limited and aimed at solving a problem or achieving a specific goal.

The main features of the project: time constraints, the presence of a starting and ending point of the project.

At the heart of the project is the development of a person's knowledge, skills, abilities, skills to apply their knowledge independently, interest in the direction of the information space and critical thinking.

Design is a problem-changing activity that involves a sequence of strictly regulated actions that leads to a real result.

A learning project is a form of education organization that focuses on a deeper study of a studied topic or section, allows for an experience-based, activity-based approach to the learning process, and requires the use of research and development methods.

Curriculum is one of the most effective technologies for providing learners with productive learning.

The project method is always focused on the independent activity of the student, that is, students work individually, in pairs, in groups for a certain period of time. The method of projects involves, on the one hand, the use of different methods, techniques, teaching aids, on the other hand, the solution of a problem that requires the accumulation of knowledge and skills in
science, engineering, technology, creative fields. The results of completed, completed projects, if it is a theoretical problem, then its correct solution, if practical, should be in the form of a clear result that is ready to be implemented.

Design is a general strategy that reflects the pedagogical process, based on the social, pedagogical goals of education. Curriculum, programs, textbooks, methodical recommendations, manuals, internet information, etc. serve as an important source in the design process.

The design of the educational process is a manifestation of the professional activity of the teacher, which is characterized by the technological structure of the educational process of the teacher, a set of methods and tools that provide its results.

Project training allows to solve the following important educational problems and meets the requirements of the period:

- ensures that education is carried out in a situation that is close to real life;
- allows to combine theoretical knowledge with practical activity, assessment and involvement of students in the process of active independent learning;
- ensures the formation and development of professional and basic skills.

The research activity is divided into research, creative and information projects according to the nature and priority methods [3].

Research projects - by their nature reminds the essence of scientific research, obeys its logic and includes: the relevance and level of development of the problem, the object and subject of the problem, research goal, hypothesis, tasks, methodology and methodology of problem study, data collection and analysis, conducting experiments, developing practical recommendations, etc. Research projects are often used in course and diploma projects.

Creative projects (a project used for our research work) - will focus on the creative development of new, original ideas, products of collaborative activities (creative reporting, exhibition, video, publications, books, computer programs, etc.). Different methods are used in the implementation of the work.

Information projects will be focused on the educational process or the collection of information needed for other customers. In the development of the project is associated with the search and retrieval of information from various sources: monographs, scientific journals, newspapers, electronic databases, using social surveys. The result of the project is selected, analyzed, summarized, systematized and presented in the form of information in the form of any booklet, collage, publication, web page, etc.

**Discussion and results.** Learning project activity is a set of actions of learners in a defined sequence to solve a problem, formalized in the form of any final information that is important to the learner and clearly intended for the user to achieve the set tasks.

The organization of work on the training project includes the following stages:

1. Search for or formulate a problem that needs to be solved. The main task of the teacher at this stage is to get students to understand the problem, to create motivation for the process of solving it.

2. Achieve the creation of creative teams to work on the project. It is possible to implement pair or group projects.

3. Planning systematic work on the project. At this stage, the following are identified: available sources of information; methods of data collection and analysis; methods of presenting the obtained results (report, specific product, etc.); criteria for evaluating the results; responsibilities of creative team members.

4. Information retrieval and generalization. At this stage, students' creative, research activities
are organized on the basis of the plan. The main requirement is the availability of different sources of information, the use of different methods for its collection.

5. Information analysis. At this stage, the initial data obtained are discussed and the project is developed.

6. Sorting, decorating and presenting the project. The methods of editing and sorting the results of the training project will depend on its type and may be different: written report, publication of practical recommendations (computer version) video, preparation of a model of technical equipment, etc. Work reports and conclusions are provided.

7. Analysis and evaluation of project results. At this stage, the results of the project authors are analyzed in detail. At the same time, the quality of the project is evaluated by teachers and experts.

Projects depending on their duration: small projects (one hour); short-term projects (for 4 hours); cartilage projects; long-term projects (often such projects serve to implement extracurricular activities).

In organizing the learning process on a project basis, the teacher is required to play the role of a comprehensive creative educator, rather than an active activist. It is required to inspire the student, to achieve the ultimate goal by engaging them, and when planning the project, organizational issues, assignments and questions should be planned in advance.

As a project manager, it is important for the teacher to be highly cultured, creative, inquisitive, organized, to take into account the shortcomings, mistakes, their prevention, the analytical aspects of the process, in short, the teacher has pedagogical competencies.

The main goal is that educational projects should be structured in such a way that they focus on the student's personality and serve his personal growth, the development of personal and creative competence.

The use of educational projects plays an important role in the growth of pedagogical activity, the development of personal and creative competence of students and the emergence of a new environment in society.

In the process of using educational design technology, it is necessary to pay attention to the following important aspects:

- identify the main idea of the training project;
- development of curriculum of educational projects;
- determination of the audience where the educational project will be organized;
- Determining the number of team members in the organization of the training project;
- study the conditions of the training project;
- control over the implementation of educational project assignments.

The organization of pedagogical disciplines in the form of educational projects with a focus on the above, plays an important role in increasing students' love of science, moving towards a specific goal, independent work and on this basis to develop personal and creative competence.

**Conclusion.** Assessment of students on the work done in the framework of the above educational project will allow them to identify and correct their shortcomings, to perform the following tasks with more pleasure, with all their attention, in harmony with their creativity.

The renewal of today’s requirements will, first and foremost, be the basis for a change in the educational environment. Local changes in the education system and at each stage of it are creating a flood-like process of the system. In this fast-paced world, educators can contribute to the quality of education by constantly researching, mastering new technologies and teaching
methods, and applying them at a promising level in their work.

Today’s learning process needs big changes. It is much more difficult to develop the personal-creative qualities of students with time-tested methods. The new digital society requires new approaches, new methods.

In this sense, we proposed the use of educational projects in the development of students' personal-creative competence in the framework of our research.

If a student succeeds in working on educational projects, it is to be hoped that he or she will develop into a creative person who can feel the value of time, plan his or her activities, adapt to changing circumstances, and make a worthy contribution to today's and future society.

References:


3. Толипов Ў., Усмонбоева М. Педагогик технологиялarning тадбиқий асослари. – Т. 2006. – 110 б.