

**USE OF INTERACTIVE METHODS IN TEACHING LITERATURE IN ACADEMIC LYCEUMS**

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**Abstract**

The concept of "educational technology" is broad in relation to the concept of "educational methodology". The method of education is a method of joint activities of teachers and students aimed at solving complex tasks of the educational process, while the methodology of education represents a system of scientifically based methods, rules and methods of teaching a particular educational subject.

**Keywords:** educational technology, educational methodology, system of methods, purpose of education

Educational technology - the general content of the process of achieving the educational goal, that is, the gradual implementation of the previously designed educational process on the basis of a holistic system, the development of a certain system of methods, methods and means towards achieving a specific goal, their effective, efficient use and high level of management of the educational process.

It should be recognized that pedagogical technology is a science of a holistic process of educational activity. Especially when interactive lesson methods are used for teaching, the methods "work in small groups", "brain-ring", students operate equally together with the teacher. If the student is self-taught, the teacher will master 90% of the teaching material if he teaches the student individually. One of the interactive methods of education in the lesson is the use of the technology "work in small groups". The method of application of this technology is as follows: – the direction of activity is determined. From the problem, issues related to each other are determined, the necessary basis is created. Readers should have a greater understanding of this topic; – groups are defined. Pupils are divided into groups of 7-8 people; – a clear instruction is given. Independent work, crossword puzzle, drawing up a test; - the beginner reader is appointed in advance. Independent on the topic or section mentioned, working on oneself, drawing up questions, evaluating crossword puzzles, test answers; – an expert or assistant reader is appointed, they help to lead the game, evaluate and analyze the answers; - captains are elected from the groups. The captain is a sober person who makes a soul for his group without violating the rules of the game; – and the process is supported and directed by the teacher. He keeps control of the game, announces the total score of the students when the game is completed. Then it will be discussed; - on the board, the surname of students divided



into 3 groups is written down, the maximum points are indicated for the purpose of the lesson, each score collected according to the plan is written opposite the reader's surname. As a result of the interaction of the teacher and the student, the student simply absorbs and develops certain knowledge, that is, a new principle and method of obtaining knowledge and behavior at the same time, in addition to learning. Usually, the teacher chooses the method of teaching a foreign language, teaching it himself. The content of the course practically does not change, but the way it is delivered to the student can change. If the task is about giving an argument, methods such as a presentation or an interactive lecture are the most effective methods. The most appropriate method for discussing problems is to hold a collective debate by dividing students into small groups. It is known that in independent broad and thorough knowledge of students, didactic games such as plot, role-playing, creative, business people, conference, game exercises are significant in that they are expressed as educational-educational, knowledge-reinforcing, repeating educational materials, knowledge-controlling games. In the development of students' skills of creative thinking, independent knowledge acquisition, the role of didactic games in the assimilation of new knowledge by applying the knowledge, skills that they have in themselves in a new situation is distinguished. In doing so, attention is paid to the fact that they differ from each other and have a specific description. Creative games are games aimed at satisfying students' need for creative research, development of logical thinking and additional knowledge. Under the influence of these games, the reader is creatively sought after, discovering the news and applying it in his life. Separately, it should be noted that in the process of training students it is important to carry out independent work, study independently in the course process, explain and consolidate new material, perform various socially useful activities, assignments and exercises, repeat the materials covered in the discipline, perform test and test tasks. The importance of independent work on the basis of questions and answers, discussion, organization of walks, protection of personal impressions, organization of stage and film performances of independent reading, independent work with a book, independent performance of practical work in the field, analysis of fiction in the direction of the program is also great. The successful implementation of these works will make positive changes in the activities of any industry. Most importantly, the technological approach to the organization of independent work of students further activates the educational process, a high level is achieved in the assimilation of educational materials.

Workaholic game lesson is an exercise in mastering new knowledge by ensuring the active participation of students in the process of solving issues on the topic of the lesson.

Role-playing lesson-a lesson in the study of issues on the topic of the lesson to consolidate knowledge based on the distribution of certain roles to students in advance and the organization of their fulfillment of this role in the course process.

Theatrical lesson - lesson in providing deep, accurate information on the topic of the lesson by organizing stage performances related to the topic of the lesson. Computer lesson - a lesson based on computer materials (multimedia, virtual training course, etc.) on the topic of the lesson in the relevant educational science.

Auction lesson - a lesson in demonstrating the knowledge of some branch of educational science how much each student knows.



Fair lesson - a lesson in which the preliminary assimilation of the topic of the lesson by fragments is carried out by an interesting explanation of students to the class based on mutual communication.

A game lesson is a lesson in organizing the assimilation of students through a game corresponding to the topic of the lesson.

A judicial lesson is a lesson in organizing a new topic by organizing a "judicial" process corresponding to the topic of the lesson with students.

A concert lesson is an exercise of expression in the form of a concert, staging the topic of the lesson, and provides an opportunity to activate students and strengthen their knowledge.

The lesson conducted by investigative connoisseurs is an explanatory exercise, proving the topic of the lesson on the basis of interesting questions and answers, analysis with the help of students who have thoroughly studied it in advance, creating a convenience for students to master and remember the topic of the lesson.

An integrated lesson is a lesson organized on topics that are convenient for integration into several disciplines, providing students with activity in the educational process, gaining interest in various subjects. Such classes, by teaching students' interdisciplinary connections, serve to develop in them a complete perception of the scientific foundations of the structure of a person, the formation of a scientific worldview, creative thinking.

The miracle square lesson is an interesting game with students, which forms in students the qualities of thinking, resourcefulness and intelligence, expanding knowledge by finding the right answers to various questions for a specified period of time and encouraging winners. Didactic game classes can be divided into game exercises, such as plot, role-playing games, creative games, businessmen, conferences, depending on the combination of students' knowledge and gaming activity. The teacher, a pedagogue, must first prepare students for individual and then group games and conduct it, and after the successful release of the game, prepare them for mass games. Because in order for students to actively participate in didactic game classes, it is necessary to have the necessary knowledge, skills, skills, in addition, cooperation between the team of the group, mutual assistance should arise.

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