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Advantages Of Using Information Technologies In Primary Grades

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ANNOTATION: *This article highlights the advantages and conveniences of using information and communication technologies, that is, modern computer technologies, in primary school classes.*
Keywords*: primary education, information, technology, computer, presentation, lesson, efficiency, test, animation, multimedia, sciences, didactic, pedagogical, psychological.*

Introduction

The task of the education system today is to raise a patriotic, modern generation of young people who have mastered knowledge, skills and qualifications, and strive for perfection. The role of the teacher in this process is invaluable. Currently, our state is developing and implementing necessary measures to ensure a creative approach to lessons by teachers, to widely introduce advanced pedagogical and information and communication technologies into their work, and to ensure that the foundation of students' initial knowledge is solid and their interest in mastering all subjects is increased.

Also, consistent reforms are being implemented in the education system to create opportunities for quality education in accordance with advanced international experience and modern requirements of society, to strengthen the material and technical base of public educational institutions and increase the efficiency of budget funding, and to create additional conditions for the education of young people.

DISCUSSION AND RESULTS

These ongoing reforms place great demands on teachers and students, the most important of which are the effectiveness of the lesson, its quality, and the organization of various educational activities in schools, through which students acquire various knowledge and skills. Today, the role of innovative technologies, technical means, including modern computers, in the correct and effective

organization of the educational process is invaluable. The use of multimedia, animation, graphics, slides and videos related to the topic of the lesson helps to make the lesson more interesting, and for this, the teacher should work on himself and ask himself the question “How can I introduce something new into today's lesson and make the lesson interesting?” That is, he should avoid traditional education and strive to provide non-traditional education.

According to pedagogical and psychological research, the human mind perceives 90% of information through sight, 9% through hearing, and 1% through feeling. Based on this, it is emphasized that the use of information and communication technologies has a great impact on the development of theoretical, creative and reflexive thinking of students. The figurative representation of a particular phenomenon or process in the student's memory enriches the educational material and helps it to be scientifically mastered. In multimedia technologies, the representation of information not in text form, but in the form of images, sounds and movements, compared to traditional technologies, teaches students to be more active, attentive, inquisitive and curious in the lessons, because each piece of information presented is implemented through their participation and actions. This awakens interest in science, gives them the opportunity to control and consolidate their knowledge, and choose a convenient pace and level of mastery in studying the subject.

When organizing the teaching process using modern information technologies, the teacher must first determine such factors as:

the purpose of the lesson;
ways to achieve the goal;
methods of presenting educational materials;
teaching methods;
types of educational tasks;
questions for discussion;
ways to organize debates and arguments;
methods of interaction and communication.

Information technologies can be effectively used in all subjects of primary school students. The use of educational and gaming programs in lessons is very effective. In native language and Russian language lessons, exercises to improve literacy will help, in which children perform various practical tasks on computers. For primary school students, it is possible to prepare mixed computer programs that include demonstration exercises, control exercises and

test modules using a variety of didactic materials. It is good to use rich and diverse materials on grammar and spelling topics, presented in three options, for the current study and generalized repetition of subject rules. It is convenient to use presentations when writing essays in native language lessons. It makes it easier to formulate questions and plans for the topic, find difficult words. If the essay is written based on a picture, it allows you to display a picture of the topic on the screen.

In the 1st grade, electronic teaching aids can be prepared and used in reading lessons. It can provide various interesting visual and audio materials for sound-letter analysis of words, the structure of word syllables, and the study of some spellings. Bright pictures, unusual, interesting tasks help to increase interest in the native language in younger students, allow them to get acquainted with educational material in a playful way, and provide ample opportunities for self-control and educational reflection. Differentiation of the educational process according to this manual is achieved by selecting tasks of varying levels of complexity. When developing thematic planning for literacy education, it is possible to include electronic topics and sections related to planning. When developing a lesson plan, it is necessary to develop stages of the lesson in which it is appropriate to use a computer for frontal individual and group work.

In natural science lessons, the use of video clips, presentations, tests, and animated multimedia on all topics gives good results. For example, the nature of our country, water bodies, animal world, seas, and oceans can all be reflected in animated slides. Presentation through animation not only creates vivid emotions and at the same time a scientific image, but also further increases students' interest in learning. It ensures that students form concepts on the subject in their minds and retain them well in their memory.

In mathematics lessons, you can prepare and use programs called “Game Problems.” Various materials are provided on many topics studied in primary school. Various tasks of varying complexity help develop the cognitive and creative abilities of each student. The use of computer-animated slides in solving problems increases the interest of the lesson. Their advantages are that you can return to the beginning of the problem at any time, stop at individual parts of it, talk to students, and listen to their opinions. In primary school, you can use slide films with animated problems for movement. To create such slides, you can use animated pictures from the Internet.

Slides can also be used effectively in technology and fine arts classes. For

example, artists, painting examples, project examples, project stages, handicraft examples, and similar topics can be presented using slides.

It is necessary to use test tasks in all academic subjects. If at first we used only printed tests, now they can be typed on a computer and used with each student. Over the years of using ICT, it has been possible to prepare a variety of tests for grades 1 to 3 in mathematics, literary reading, native language, almost all subjects and other academic subjects. Now it is necessary to use not only printed tests, but also computer tests in lessons. They allow you to get a grade immediately after completing them, the grade is provided by the computer itself, allowing you to identify your weaknesses in a particular subject.

The word studied in the native language causes difficulties for students in interpreting the lexical content and dividing units into types. These are: antonyms, synonyms, homonyms. Tests develop students' lexical capabilities, teach them to find the correct and figurative meaning of a word, correctly select synonyms, distinguish synonyms, antonyms and homonyms. Using the "Reverse Game" test, dedicated to working with antonyms, has an effective effect on explaining the lesson to students. The main thing: when completing test tasks, the student's eyes, brain and hands are involved, and game elements increase interest in the work they are doing. In addition to tests, crosswords, diagrams, tables are used, and students work directly on the computer when independently studying lesson materials.

CONCLUSION

In conclusion, if a teacher uses information technologies correctly and effectively, students' interest in the lesson, their desire to learn and their self-confidence will increase, and their independent thinking will develop. The teacher will easily achieve the goals he sets for himself in the lesson. Only in the learning process, information technologies should be considered not as the main support of the lesson, but as a tool that helps the child easily convey new information and concepts and remember them. The teacher is the main manager of the lesson.

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