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DEVELOPMENT OF STUDENTS' CREATIVE ACTIVITY THROUGH RESEARCH METHODS

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Abstract

It is very simple and convenient to engage in the development of independent creativity of students, research and design work. On the basis of the daily use of Bunda, the need for the development of new knowledge arises.

Keywords: Project, creativity, cognitive, research, experience, knowledge, process, independent creativity, research and design.

Introduction

TADQIQOT USULARI ORQALI O'QUVCHILARNING IJODIY FAOLLIGINI RIVOJLANTIRISH

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Annotatsiya:

O'quvchilarning mustaqill ijodkorligini rivojlantirishda, qidiruv-tadqiqot va loyihalash ishlariga jalb qilish juda sodda va qulaydir. Bunda kundalik foydalanish asosida, yangi bilimlarni ishlab chiqish zarurati yuzaga keladi.

Kalit so'zlar: Loyiha, ijodkorlik, kognitiv, tadqiqot, tajriba, bilimlar, jarayon, mustaqill ijodkorlik, tadqiqot va dizayn.

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Аннотация:

Очень просто и удобно привлекать студентов к поисково-исследовательской и проектной работе, развивать самостоятельное творчество. При этом возникает необходимость разработки новых знаний на основе повседневного использования.

Ключевые слова: Проект, творчество, познавательный, исследовательский, опыт, знание, процесс, самостоятельное творчество, исследование и проектирование.

Introduction

The word "creativity" comes from the concept of "creation", that is, the creation of something new. The creative process is very complex and is largely determined by the individual characteristics of the individual. Creative activity cannot be forced, its emergence can only be based on the student's interest, voluntariness, and positive emotions. In the development of independent creativity of students, it is best to involve them in search, research and design work. In everyday use, the need arises mainly to develop new knowledge.

A project is a creative activity, the main difference between research and design is what to do, what it includes - or a pre-planned object, even its models or prototypes. Research is primarily a search process for the unknown, new knowledge, one of the types of human cognitive activity. Thus, design and research are activities that were originally mainly in different directions. Research is a disinterested search for truth, and design is a specific solution as a conscious task is explained. Despite the noted difference, research and design are also of high importance for modern education. As research, selfless search for truth is very important for this. The development of creative abilities and design is not aimed at developing creativity, but teaches perseverance and clarity in work, the ability to plan research is an important life goal. It is important to evaluate the possibilities of research and design, to understand that design and research are certainly useful in working with children, projects and research work can be carried out. Methodologically, this method is considered important

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to take into account, and projects involve drawing up a clear plan of research, the inevitability of which is clearly required.

Technology of obtaining materials and research methods. Research and project activities are an important tool for developing students' creative activity. These methods allow students to freely express their thoughts, creatively solve problems and independently obtain knowledge. Through research activities, students deeply study the topic of interest to them, ask questions, collect information and draw conclusions. For example, experiments on natural phenomena or studying the factors that affect plant growth, increase critical thinking and the ability to test new ideas. Project activities involve the completion of specific goal-oriented work in groups or individually. This can take the form of multimedia presentations, creative writing, making models, or proposing solutions to social problems. For example, developing proposals for solving a local problem on waste recycling encourages students to work in a team and take a creative approach. Such activities increase students' self-confidence, develop communication and cooperation skills, and at the same time form the ability to creatively solve problems that are important for future success in various fields. Giving students the freedom to choose interesting topics, guiding them in the process, but not limiting their independence, and discussing and encouraging the results further increase their motivation. This process not only deepens knowledge, but also educates students as creative, independent, and responsible individuals. During the learning process, teachers To motivate students, they should celebrate their small successes and create an environment for discussion and exchange of ideas. For example, presenting the results of the project in class or displaying it at a school exhibition will increase students' confidence in their work. The use of technology can also make creative activities more interesting - with the help of digital tools, videos or online platforms, students can bring their projects to a wider audience. As a result, research and project activities help students not only master the curriculum, but also develop the creative, analytical and social skills necessary for success in life.

Understanding the formulation of the problem under study, developing real hypotheses, and testing them accordingly. Unlike design, research activity

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should be initially more free, almost not regulated by any external device. Therefore, it is more flexible, there is a lot of room for improvisation. Thus, training students through research and design activities allows them to combine existing life in their imagination, the presence of new knowledge with experience, and maximizes creative abilities. Children's observation (walking) is the time for such work, when students think that this work is not just done, but is being done, that a specific result is being achieved. They are interested in the process of work: they observe, experiment, calculate, compare results - anything that helps to draw the right conclusion is considered a concept of discovery. The ability to obtain knowledge in the process of search activity (under the guidance of a teacher and independently) allows them to creatively solve the problem, develops imagination and thinking. As a result, the student's involvement in research activities is the development of this cognitive need. The growth of the need for creative activity is based on the formation of general skills in the search and mastery of new things at an independent level of knowledge. This task is considered a person-oriented pedagogy, one of the methods of which is the project method. For its implementation, the project must solve several interesting, useful and real-life tasks. The student is required to have the ability to coordinate their actions, compare them with the efforts of others. To achieve success, the student receives the necessary knowledge and, with the help of them, performs a specific task.

Experimental results and their discussion

Sample work plan of the project teacher

1. Determine the topic of the project;
2. Think over the organization of the work of students;
3. Think over the main concepts of the topic;
4. Determine the stages and the assessment schedule for each stage;
5. Present the final work;
6. Development of criteria for evaluating the final work;

First stage (design)

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1. The topic being studied is informed and students are offered basic questions on this topic.
2. Students are invited to work individually or join creative groups.
3. Get acquainted with the stages of the project.
4. If a real model is created, what it might look like, make a presentation (film, presentation, drawing, layout, etc.).
5. Join creative groups and search for the necessary information. Discuss the final work.

Second stage (practical)

1. The teacher constantly works with children, gives advice.
2. Students work according to the plan, it is necessary to determine the criteria in advance and evaluate each stage.

Final stage

When preparing for the defense of the project, children should develop their culture, in addition to speech, logic and thinking, as well as be as reasonable, clear and logical as possible.

With proper organization of research and project activities, children learn to communicate, defend their point of view, listen and accept opinions, on the other hand, they know the help of a friend when they find themselves in a difficult situation. Students begin to use their knowledge in practice, understand how much they have. They feel the need to know more. They develop a sense of responsibility for their comrades, and if one of them does not do part of their work, then everything will suffer and they will not achieve the desired result. In addition, they see life problems, there is not only one solution, there can be options, but also several, and in this case the creative abilities of children are revealed. At the presentation, they present a film, mounted with their own hands, and they learn to express their thoughts, ideas, analyze their activities.

How can children talk about themselves, when working on this project, visual material and the final result of the project are displayed. When teacher support is provided, the work is analyzed, the difficulties encountered are identified, the contribution of the project participants is evaluated, identified, the weaknesses of the project and ways to correct them are discussed. Such work activates

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research work, leads to the identification of the student's activity and its development. Children who want to conduct research work are searched for on an independently selected topic. Basically, research conducted by students has a high cognitive and educational value, it gradually activates the ability to use information sources. After all, it is not the amount of knowledge that students receive that is important, but their attitude to school.

In conclusion, I can say that project work at school is one of the most positive experiences in recent years. It allows you to create a situation of personal development that allows you to implement projects and research activities. Creative forces, thoughts and methods of their activity in ensuring their own development. Real education in students is embedded in creative activities, which are not only the most powerful stimulus for novelty, unusualness and spontaneous cognitive interest. It also develops the need to identify problems and resolve emerging contradictions.

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