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DEVELOPING THE CREATIVE ACTIVITY OF TECHNOLOGY TEACHERS IN THE DIGITAL ENVIRONMENT

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Abstract

This article covers the issues of developing the creative activity of technology teachers in a digital environment from scientific-theoretical and practical perspectives. The content of the concept of creative activity, its role in pedagogical activity, and the possibilities for development in a digital educational environment are analyzed. Methodological recommendations aimed at increasing the creative potential of teachers based on innovative approaches, interactive methods, and digital tools will also be developed.

Keywords: Digital environment, technology science, creative activity, creativity, innovative approach, interactive methods, pedagogical technology, digital education.

Introduction

Globalization and digital transformation processes are introducing fundamental changes to the education system. Today, teachers are required not only to know the fundamentals of science perfectly but also to be able to apply modern technologies, organize the educational process based on innovative approaches, and develop students' creative thinking. Therefore, the development of the creative activity of technology teachers is one of the most pressing pedagogical problems.

The digital environment is an important factor in this process, allowing teachers to unlock their creative potential, test new pedagogical ideas, and organize the educational process in an interactive form.

Creative activity is an individual's ability to create new ideas, find solutions to problems based on an original approach, and interpret existing knowledge in a

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new way. In pedagogical activity, creativity is manifested in the teacher's effective organization of the lesson, the development of independent thinking in students, and the use of innovative methods.

RESEARCH METHODOLOGY

The digital environment allows teachers to enrich the educational process through various interactive tools, multimedia resources, virtual laboratories, and online platforms. This expands the teacher's creative approaches and creates a basis for developing new pedagogical solutions.

The development of the creative activity of technology teachers in the digital environment is one of the priority areas of modern pedagogy, which is carried out based on a number of innovative approaches. These approaches serve to improve the professional competencies of teachers, unlock their creative potential, and effectively organize the educational process.

First and foremost, an interactive approach is of great importance. This approach is implemented by ensuring the active participation of students in the educational process, involving them in problem situations, and encouraging independent thinking. In lessons organized using interactive methods, students act as active participants rather than passive listeners, which has a positive impact on the development of their creative thinking skills.

A special place is also occupied by the project-based learning approach. This approach serves to harmonize students' theoretical knowledge with practical activity. Through project work, students demonstrate a creative approach in the process of independently solving a specific problem, analyzing data, and presenting results. This encourages teachers to use innovative methods in their pedagogical activities.

The gamification approach serves to increase student motivation by incorporating game elements into the educational process. Students can be encouraged to participate actively through a point system, ranking, rewards, and competition elements. As a result, the educational process becomes more interesting and effective, which creates a foundation for the development of creative activity.

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Furthermore, the STEAM approach develops students' comprehensive thinking by ensuring interdisciplinary integration. Within the framework of this approach, the fields of science, technology, engineering, art, and mathematics will be harmonized. This allows students to consider problems from different perspectives and develop innovative solutions.

Thus, the integrated application of interactive, project-based learning, gamification, and STEAM approaches is an important pedagogical factor that serves the effective development of the creative activity of technology teachers in the digital environment.

The process of developing the creative activity of technology teachers in a digital environment is effectively organized based on theoretical approaches, practical experience, and well-developed methodological recommendations. Modern educational practice demonstrates that the purposeful use of digital tools serves as a crucial factor in developing students' creative thinking.

First and foremost, the effective use of multimedia tools allows for the organization of the educational process in a visual and interactive form. Complex concepts can be conveyed easily and clearly through video, animation, infographics, and interactive presentations. This increases students' interest and engages them in creative activity.

Also, the creation of interactive tasks on online platforms serves the independent acquisition of knowledge by students. Organizing tests, quizzes, problem situations, and project assignments using digital platforms ensures the active participation of students and develops their creative approach.

Organizing students' independent and collective work is also one of the important methodological factors. Through group work, collaborative projects, and discussions, students exchange ideas, develop new ideas, and learn to make creative decisions. This process also develops their communicative and social competencies.

Furthermore, the development of a system of creative tasks and projects allows for the full manifestation of students' creative potential. Such tasks are based on problem situations and require students to develop original solutions. Project activity serves to connect theoretical knowledge with practice.

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The implementation of a portfolio-based valuation system is also important in the valuation process. Through the portfolio, students' creative works, projects, and achievements are systematically evaluated. This helps to determine the dynamics of their individual development.

At the same time, an important condition for the development of creative activity is the constant work of teachers on themselves, the study of new pedagogical and digital technologies, and their application in practice. The pursuit of constant self-development enhances a teacher's professional skills and elevates the quality of the educational process to a new level.

Results and discussion

Research indicates that the educational process organized in a digital environment is highly effective in developing teachers' creative activities. In particular, the combination of interactive methods and innovative approaches enhances the professional competencies of teachers. At the same time, students' interest and activity in the lesson increase.

Conclusion

In conclusion, the digital environment is an important tool for developing the creative activities of technology teachers. To effectively organize this process, it is necessary to comprehensively apply innovative methods, interactive approaches, and modern technologies. As a result, the creative potential of teachers increases, and the quality and efficiency of the educational process are ensured.

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