



Innovative and streaming technologies in foreign languages lessons

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Abstract: The rapid development of the Internet, personal digital devices and high-speed data transmission technologies (the development of new methods, forms and technologies of teaching online training courses, training modules for undergraduate programs, streamlined learning technologies are gaining popularity). Stream (translated from English. Stream - stream) - a series of video or audio received by the user through the transmission of data. The term is also used by Internet users as a slang name for live streaming on video hosting

Keywords: Internet, personal digital devices and high-speed data transmission technologies

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Introduction. The development of science competencies in students based on streaming technologies is largely determined by the level of readiness of future staff for future careers, their knowledge, skills and abilities in English, creative features in the daily education system, quality and effectiveness of education. The rapid development of the Internet, personal digital devices and high-speed data transmission technologies (the development of new methods, forms and technologies of teaching online training courses, training modules for undergraduate programs, streamlined learning technologies are gaining popularity). Stream (translated from English. Stream - stream) - a series of video or audio received by the user through the transmission of data. The term is also used by Internet users as a slang name for live streaming on video hosting. In this regard, the development of science-based competencies in students based on streaming technologies is one of the most pressing issues, and it is reflected in the following: application of teaching technologies and creation on their basis of methodical manuals, textbooks, developments, innovative pedagogical technologies on foreign languages based on various information and communication of new content;

The development of innovative pedagogy and new pedagogical technologies, their focus on their application in pedagogical practice, innovative pedagogical principles are one of the main factors in the development of modern pedagogical science, but in the national pedagogical process the concept of innovative pedagogy, in terms of conditions, environment and goals, the pedagogical content is not fully reflected, the process of development and implementation of innovative



technologies in national pedagogy is lagging behind, the need to improve and accelerate the process of offering advanced pedagogical technologies, theoretical and practical aspects, including in higher education the need to develop a modern pedagogical model, methodology and technology of teaching foreign languages; One of the important directions of radical reforms in the higher education system of our country is the teaching of foreign languages, the introduction of innovative forms, tools and methods in this process. In this regard, the role of English in the country's economic, social and political relations with other countries, the use of information and communication systems in the teaching of foreign languages, electronic and multimedia textbooks are among the urgent tasks.

1. To study the state of theory and practice on the basis of the study of existing scientific, pedagogical, sociological, philosophical sources on the problem;
2. To determine the content, conditions, forms, means and methods of developing students' scientific competencies on the basis of streaming (stream) technologies;
3. Theoretical and practical substantiation of the fact that the development of students' scientific competencies on the basis of streaming technologies is a social necessity;
4. Development of a system of scientific and methodological recommendations based on streaming technologies that serve to develop students' scientific competencies, increase the effectiveness of the pedagogical process and determine its level of effectiveness. The organization of streaming technologies in English lessons is based primarily on the classical classified principles of didactics. In this case, the principles of education can be divided into two groups: content-based and organizational-methodological principles of education. From the influence of individual learning actions to the priority motive of the whole activity. Even becoming one of the leading motives for reading, curiosity can become an important part of the overall orientation that contributes to a person's spiritual enrichment. Like any motive, the interest in knowledge does not develop in isolation, its recovery goes hand in hand with other motives (moral, social, educational, etc.), the interest is enriched with them and has a positive effect on them. It is known that the model of the learning process reflects three components: teacher activity, student activity and intensive interaction of teacher and learner. From the point of view of constructive pedagogy, the teacher's interaction with students can be classified according to a number of features: according to the direction (with or without feedback); by type of information process (degree of orientation of the information process in the organization of interaction); according to the type of management and data transmission media. Based on streaming technologies, students show different levels of activity in the process of acquiring knowledge. That is why it is not correct to look at students from the perspective that they are slow to accept knowledge. Therefore, it is necessary to approach cognitive activity as follows: a low level of knowledge, the attitude to which changes on the basis of an undeniable description of educational activity; situational activity as a transition from the bottom to the moderate stage; executive activity in the learning process; creativity that allows the student's subjective perspective to be revealed to the maximum. Summarizing the above, the indicators of cognitive activity are moderation, enthusiasm, awareness of learning, creativity, behavior in non-standard learning situations, independence in solving learning tasks, etc. Thus, the manifestation of student participation and activity in the learning process is an evolving, changing process. With the help of the teacher, students' cognitive activity shifts from a low level to



situational activity, from active performance. In many ways, it is up to the teacher whether the student's cognitive activity rises to the level of creativity or not. The importance of the principle of fundamentalism and practical orientation of education in the development of students' learning activities based on streaming technologies is that students undergo in-depth theoretical and practical training. This situation is expressed in traditional didactics as the principle of connection of education with life, theory with practice. Fundamentalism in reading implies that knowledge is scientific, complete and in-depth. It is characterized by high intellectual potential, the ability to think in a research manner, the desire to constantly replenish their knowledge and skills based on modern scientific and technological progress. Fundamental knowledge wears out more slowly than concrete knowledge, and it also depends more on a person and his or her memory, rather than on his or her ability to think. The fundamentality of education requires that the content of knowledge be consistent, theoretically and practically interrelated. The principle of harmony of education and upbringing in the development of students' learning activities based on streaming technologies is based on the laws of unity of education and upbringing in the whole pedagogical process. This principle implies the formation of a harmoniously developed personality in the educational process. The effective conduct of education in the educational process depends on the intellectual development of the individual, primarily on the interests, cognition and individual abilities of students.

- practical knowledge of a foreign language in the professional field by types of speech;
- development of the student as a creative person;
- Development of skills and abilities to translate literature in the field; In order to develop students' learning activities on the basis of streaming technologies, it is possible to carry out the following activities in English language classes:
 - to express his / her opinion on the current issue with all the "Pros" and "Against" arguments;
 - speak the content of the text listened to and read in English;
 - Evaluation of the content;
 - information on topics, etc.

The principle of systematization and coherence of education in the development of students' learning activities includes strengthening the teaching material and supplementing the previously covered materials, continuous and systematic independent work of students, taking into account the acquired knowledge and skills of students. .Consistency refers to the content of education, its form and methods, the interaction of subjects involved in the learning process. It allows to combine them into a single holistic learning process on the basis of gradual mastering of the laws of relation between separate partial (Greek partialis - partial) and special learning situations, subjects and events. , for complex problems cannot be solved without studying simple ones "[p. 88,45]. Hence, the rate of mastery of this or that learning material from the English language of structure and sequence allows us to analyze the interrelationships between its elements. The structure and sequence of education allows the formation of the student's knowledge, skills and abilities in English, resolving the conflict between the holistic perception of being. This is primarily due to the creation of programs and textbooks in a specific system, ensuring interdisciplinary and interdisciplinary links. Visual thinking is especially important for students when using streaming technologies. Information is an integral part of the learning process. Students receive information



in the learning process and process it in their minds. As a result of mastering it, students carry out certain educational and social activities. Today, within the framework of the theory of independent learning and organization of their activities, mechanisms have been created for the acquisition of information and their use in practice through open and irregular means of an open nature. There are opportunities to use them effectively in the educational process. The pedagogical process organized through ICT serves to ensure the effectiveness of not only simple but also complex didactic situations. It is known that any information and communication technology is based on the principles of education, which represent a new project of the educational process, and should be focused on the individual student. Therefore, in the process of learning English, students exchange ideas, each of them is given the opportunity to learn within the limits of their abilities, needs, strengths and desires. In the development of students' learning activities based on streaming technologies, the principle of consciousness, activity and independence in education implies the organization of teaching in such a way that students consciously and actively acquire scientific knowledge and methods of their practical application.

ICT tools designed to develop students' learning activities in English classes will be improved by the teacher based on the introduction of new forms, methods and techniques of teaching. These tools include e-learning assignments (ETTs) for stratified work, e-exercises of a logical nature (ELIS), questions and e-assignments to familiarize students with the environment, e-assignments of assessment, self-assessment and control, and a series of exercises. possible (Table1.1).

Table1.1.

Tools in streaming technologies aimed at mastering English in students

No	A tool in streaming technology types	Results
1	E-learning tasks (ETT)	Thorough mastery of English speech norms
2	Audiovisual electronic exercises (MXEM)	Comprehension of audiovisual tasks, formation of decision-making ability
3	E-assignments to introduce the environment	Development of educational activities based on the content of English language teaching
4	Electronic assignments of a control nature	Identification of acquired knowledge, skills, abilities, competencies
5	E-learning simulators	Reinforce the topics covered

As shown in Table 1.1, relying on ICT tools aimed at mastering the English language in students, the development of their learning activities allows to achieve the expected effectiveness. Because the following tasks are solved with the help of ICT technology:



- Assisting students in the acquisition of knowledge, skills, competencies, the development of competencies, creating opportunities for them to demonstrate their uniqueness;
- Carrying out joint activities of students, the formation of the necessary personal qualities;
- to ensure that each student masters the language norms, develops mentally and emotionally.

The effectiveness of the curriculum is ensured on the basis of ICT tools aimed at students' English language acquisition and the development of their educational activities.

The requirement of depth and robustness of education is traditional in didactics, and it is contrasted with superficiality. The main sign of deep, solid knowledge is the understanding of the most fundamental ideas, rules, concepts, categories, deep mastery, a thorough understanding of the content of the studied materials.

The principle of comprehensibility of education requires taking into account the existing capabilities of students, to give up intellectual and emotional difficulties that negatively affect their mastery of language norms. Comprehension of education means correctly determining the content of reading, taking into account the age of students, their ability to learn. This principle expresses the fact that the learning process is aimed at creating in students a desire to overcome difficulties and a sense of joy from the results of personal success. In the development of students' learning activities based on streaming technologies, a clearly defined volume and scope of knowledge, skills, competencies and competencies that students should acquire are important.

The content of streaming technologies has a description of improvement, and the main factors that determine it include:

- 1) the level of development of science, technology and culture in society;
- 2) social order placed by the company;
- 3) goals and objectives of education;
- 4) level of innovative development;
- 5) volume and scope of information;
- 6) features of the intellectual development of students, the scale of worldview.

Conclusion. Despite the fact that the world conducts research on improving the technology of teaching foreign languages, the development of socio-linguistic knowledge, skills, abilities and competencies of students, the development of theoretical foundations for continuous improvement of language skills, the introduction of new models of students' learning activities, speech skills, as well as the need to conduct research to systematize the knowledge and skills acquired through problem-based learning so that they have sufficient knowledge and skills. Analysis of scientific sources, researches and developments In recent years, great attention has been paid in our country to the development of young professionals who have mastered foreign languages, in particular, English, which is a means of interstate culture. The study of world experience in terms of innovative technologies has shown the importance of its practical application on a critical basis. In order to develop students' learning activities on the basis of streaming technologies, it is necessary to rely on constructive conflicting methods and techniques, ICT tools. These cognitive contradictions pave the way for students to master English grammar and speech norms. In the development of students' learning activities on the basis of problem-based learning, the tasks presented in English lessons should be organized as follows:



- Assisting students in the acquisition of knowledge, skills, competencies, the development of competencies, creating opportunities for them to demonstrate their uniqueness;
- Carrying out joint activities of students, the formation of the necessary personal qualities;
- Ensuring that each student masters the language norms, develops mentally and emotionally;
- Ensuring the effectiveness of educational content based on Streaming technologies aimed at developing students' English language skills, their learning activities;
- creation of intellectual contradictions;
- Streaming technologies identify and eliminate inconsistencies that enhance analytics in student behavior and ensure the expected effectiveness of group activities;
- Ensuring that students engage in collaboration with themselves.

It is understood that the content of the material presented in English is worthy of its size, character, level of English language proficiency, general training - level and capabilities of students of this or that group. The need to develop information and communication systems, electronic and multimedia textbooks in foreign language teaching makes it necessary for students to develop their learning activities on the basis of Streaming technologies in the acquisition of English.

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