



## IN TEACHING SPECIAL SUBJECTS IN HIGHER EDUCATIONAL INSTITUTIONS POSSIBILITIES OF USING VISUAL METHODS AND ADVANTAGES

*Ibragimova Muyassar Nazarali qizi*

*Ixrorva Surayyo Isroiljon qizi*

*Tashkent State Medical University*

**Abstract.** *Our time is also characterized by a high level of informatization of society. Information technologies are being widely introduced into the educational process, along with all spheres of our life. The introduction of information technologies into the higher education process allows the use of new innovative tools. This leads to the emergence of new opportunities and processes . Informatization of the educational process is an important component of the development of educational processes , which is manifested in an increase in the quality of education, and serves to strengthen and develop students' desire to learn.*

**Key words:** *Education, Visual learning systems, Visual methods , Video*

**Abstract.** *Segodnya, s vysokim urovnem informatizatsii samogo obshchestva. Information technologies in all spheres are introduced, and the entire process of education is also introduced. Introduction of new information technologies and processes of higher education and use of innovative instruments. Eto novaya vozmoznost i vesti process. Information formation and formation yavlyaetsya vajnoy chastyu processa razvitiya, budet sposobstvovat povysheniyu kachestva formation and studentov and ix formation and development.*

**Key words:** *Education, Visual training, Visual method, video*

**Annotation.** *Today, with a high level of informatization of society itself. Information technologies in all spheres of life, including the education process, are also being introduced . Introduction of new information technologies in the process of higher education in the use of innovative tools. This is a new opportunity and led the process. Information education and education is an important part of the*



*development process, will enhance the quality of education and students in their education and development.*

**Key words:** *Education, Visual teaching, Visual method , video .*

Education is one of the most relevant topics today. Therefore, the quality of education remains an important factor, several methods are used to improve the quality of education, including visual educational methods. Teaching students and retraining personnel based on visual educational systems are one of the current issues. Visual educational systems are an embodied form of delivering educational materials to students based on audio, video, text, graphics and animation effects based on software and technical means of information and communication media. This method of teaching is currently being implemented in the areas of education .

Practice shows that teaching students using visual learning systems is twice as effective and saves time. Learning using visual learning systems can save up to 30% of time , and the acquired knowledge is retained in memory for a long time. If students receive the material presented visually (video), the retention of information in memory increases by 25-30%. In addition, if educational materials are presented in a combined form of audio, video and graphics, the retention of materials in memory increases by 75%.

The following requirements must be met to develop visual methods:

1. Aiming to in-depth study of the structure and content of visual learning systems while simultaneously aligning them with the curriculum being studied.

and structure of visual teaching systems must comply with the requirements of the standard.

require the requirements of ensuring the visibility and the need to take into account the sensory perception and personal observation of models or models of objects being studied by learners .

4. The requirements for the systematic and sequential use of visual teaching systems are required to ensure the sequence of mastering by students of a certain system of knowledge and skills in the field of study.



5. The developmental functions of teaching visual learning systems should be fulfilled.

The educational material should provide sufficient depth and reliability of content, taking into account the latest achievements in science, technology, and engineering.

7. Training tools of visual teaching systems - it is necessary to prepare the learner depending on his future professional activity.

Advantages of visual teaching systems.

Teaching students based on visual learning systems has the following advantages:

- ✚ to provide a deeper and more complete understanding of the materials provided

- ✚ there is a possibility of mastering;

- ✚ close contact with new areas of learning

- ✚ his enthusiasm increases even more:

- ✚ achieving the potential for reducing learning time;

- ✚ gained is retained in a person's memory for a long time and can be applied in practice when necessary.

- ✚ Voluntary and flexible study time

In conclusion, it can be noted that the use of visual teaching methods in the process of teaching and retraining students is of particular importance in the future training of mature and highly qualified specialists.

Game in the process game participants themselves cover standing the world further better understand they start Playful from technologies of use the base students activator and accelerator activity organization Scientists to research according to game labor and to read with together of activity main of the types one is considered Psychologists It is said that it is playful of activity psychological mechanisms person's himself expression to do, in life own instead stable to do, himself management, own opportunities to do increase fundamental to their needs relies on. Game social experiments mastery and again to create directed in situations, activity



type as is determined and then own behavior management is formed and will improve

Game students to the mind impact so that they their actions management : questions and to them answers , new of elements to join big hobby with reception unexpected the circumstances appearance to be , difficulties from taking off enjoyment and difficulties to overcome encouragement it is necessary From the above come come out we say maybe a teacher games are us one of time in itself both playing , too accustomed visitor to the games It is said .

**Game method descriptions we are pedagogues following conditions to account apple necessary :**

- 1) the pedagogue should not side with any of the communities;
- 2) the teacher's participation as an observer or spectator;
- 3) The teacher should play the role of a leader, expert, and consultant.

When conducting the lesson process through the game method, we must take into account the following specific pedagogical requirements.

1. It is necessary to involve as many students as possible in the game, giving everyone the opportunity to demonstrate their abilities.
2. The event should be fun and active.
3. When conducting the game, the goals should not be repeated and the goal should not be too simple or too difficult.

In such cases, interest decreases and the expected goal of the lesson cannot be achieved.

4. The game should be charming and attractive. It depends on the interest of the educational material and the level of knowledge and activity of the participants. In this case, the pedagogue uses not only words, but also impressive events, metaphors, visual materials, music and video materials to make the game and its participants more  
revives.

5. Before preparing the questions for the game method, one should not forget about the age and psychological views of the participants. When organizing the game



method, familiarization with the game conditions is an important condition for the game. It is necessary not to lower the level of the game, to conduct the game without any interruptions, in a good mood. The teacher should encourage the group of participants or support them verbally. For example: "thank you", "well done", "bless you", etc.

The following options should be considered when announcing or evaluating results.

1. If thematic games are being played with two or more teams, the referees will need to assist in assessing the conditions.

2. Another form of evaluation is to give various incentive cards depending on the level of activity. The winner is determined based on the number of cards in the final evaluation.

It is known from the experience of teachers that problem-solving games play a very important role in the student's self-expression. Below we will present the procedure for teaching the topic "Integration by parts" using the "Mathematical Relay" method.

**The terms of the "Mathematical Relay" are as follows:**

1. Students are divided into two (two or more based on the number of students in the group) subgroups depending on their level of knowledge and activity.

2. Each group elects a leader.

3. Each group is given a name.

4. The teacher gives the groups a card of examples that can be solved in several steps with the same level of difficulty related to the topic.

5. The group leader writes the example on the board and performs the steps in the first step. Then the second student goes out and continues the second step of solving the example. Then the third student and so on.

6. The relay race will be decided by the teacher or judges. The team leader who solves the problem correctly and quickly wins the race, and that team is declared the winner.



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