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Research Article

USE OF INNOVATIVE METHODS IN THE DEVELOPMENT OF STUDENTS' CREATIVE ABILITIES

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ABSTRACT

This article considers the issues of using innovative educational technologies in the development of students' creative abilities. The author of the article believes that in the educational process, interest in the use of interactive methods, innovative technologies, pedagogical and information technologies is growing every day. One of the reasons for this is that by this time in traditional education students taught only to acquire ready-made knowledge, while how in modern technologies they taught to search for the knowledge that they want to receive.

KEYWORDS

Scientific and technological progress, educational process, methods, modern, pedagogical problems, individual, education.

INTRODUCTION

At the current stage of development of society, we are witnessing an information revolution that will cover all areas of social, scientific, industrial and cultural activities. Scientific and technological progress, the conditions of a market economy are manifested in all spheres of human activity. The development of modern technology requires the use of new methods and tools in the educational process.
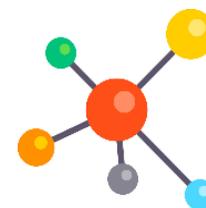
Radical changes in our society raise the issue of creating sufficient conditions for the modernization of the entire education system, which explained by the new content, the development and implementation of elements of new educational technologies, the appeal to world pedagogical experience.

In this regard, the requirements for the level of creative abilities of a person who independently solves various problems arising in the process of professional activity and preparation for it also increase. The introduction of modern technologies into educational practice, including fine arts classes, opens the door to new opportunities for organizing the educational process. At each stage of historical development, the social processes that take place in society require the participation of entrepreneurs, figurative thinkers and creative people. The need for creativity, the search for non-standard ways to solve problems in any field of activity is a basic requirement not only for today but also for the future. Previously defined as the formation of a comprehensively developed personality, the education of people who know the basics of science, now the main goal of the education system is to focus on the education of an active, creative person who is ready to participate in solving global problems. The problem of preparing students for creative activity, the formation of their creative qualities is a complex and multifaceted task. This is because creative activity is associated with many aspects of the learning process, and at the same time acts as a goal – in terms of shaping the personality, and as a result serves as a way to organize students' learning activities, as well as a tool to increase efficiency.

Computer and Internet technologies complement traditional teaching tools and methods that have been used for a long time.

With the renewal of the content of education and the development of new forms of organization of the educational process, the role of the teacher as a participant in other pedagogical realities also changes qualitatively: [from 1 to 4].

Interactivity refers to the ability to interact or be in communication mode. Consequently, interactive learning is primarily a communicative learning [5]. Communication used with traditional teaching methods, but it is only used as a "teacher-student" or "teacher-student group (audience)" interaction. In interactive teaching, in addition, communication is "student – student" (pair work), "student – student group" (group work), "student – listener" or "student group" – audience (presentation of work in groups), is based on the principle of interaction, such as "student – computer", "student – works of art" [4]. According to V. V. Guzeev - interactive technology is a type of information exchange between students and the surrounding information environment [3].

Modern computer programs are in an interactive form that offers interaction with the user, allowing him to choose ways to organize the receipt of information, determine the amount of data received, and help to process them.

Today's young people are growing up in a world of technological symbols and signs, in a world where e-culture is developed. Especially at the current stage of digital and information technologies, the impact of information on the social network on the educational environment of children is enormous. This is because the strong need for communication in children met with the help of a computer. Computer games are a source of communication and create a state of success through play. Communication via cell phones and the Internet allows children to communicate with whomever they want from any distance, to create the

necessary community environment for the child even when alone, and to maintain a sense of loneliness. Children easily learn the skills to use it when working with a personal computer, often perceive it as a great toy, and the visual capabilities available on the computer remain a very interesting activity for them.

One of the most important tasks of a modern school is to guide young people brought up in a "digital technology environment" from an early age, to teach them the skills of "reading", processing and analyzing information from various sources for critical comprehension. The pedagogical activity of a teacher can be both traditional and innovative. It should be noted that advanced pedagogical practices are particularly effective. At the same time, pedagogical experience is innovative, which contributes to the enrichment of educational practice and didactic theory.

Today, when working with children, the teacher should focus on the use of teaching methods and techniques that help to develop these skills more effectively, ensuring the activation of students' mental and practical skills. To do this, it is advisable for the teacher to make greater use of the conditions in the educational institution and their capabilities.

Fine art is a complex science that includes knowledge of composition, proportions, perspective. The task of the school now is to form the ability of a rapidly developing society to be active and successful in the modern process. Therefore, the study of ways to achieve efficiency in the learning process should be viewed as a requirement of the times.

Pedagogical innovation is a new approach aimed at achieving quality or effectiveness in pedagogical practice aimed at improving the quality of education. Obviously, it is not possible to solve pedagogical problems with outdated methods today. To solve these problems, many innovative technologies used in modern schools, such as design method, collaborative learning, differentiated learning, student portfolio, modular learning, and it is difficult to imagine the use of these innovations without multimedia technologies. Through this technology, it will be possible to combine theoretical and visual materials (films, videos, music, and presentations for lessons). Because fine arts lessons based on visual aids, the use of multimedia tools makes it easier for the teacher to prepare for lessons where visual aids are widely used. Sometimes children are not required to have non-existent materials, they are able to enter the world of art, feel like an artist, designer, architect.

Interactive forms of education based on the interaction between students and the teacher. The introduction of ICT optimizes the learning process, changes the traditional forms of presentation, and provides ease and convenience in the organization of the lesson. Digital photo and video materials serve as the basis for developing presentations for lessons. Through computer education programs, students will be able to visit museums, art galleries virtually in a fun game mode, to feel and understand the complexities of the work of artists, architects, and sculptors. Internet resources allow you to "travel" to the most interesting places on the planet and find answers to various questions that interest them. It is no longer possible to imagine modern education and upbringing of students without ICT tools. It known that the computer has a wide enough capacity to create a comfortable environment in the work of the teacher. The information technologies used are also very effective, as they skillfully combined with appropriate pedagogical technologies, allowing the transition from an authoritarian school to a collaborative pedagogy based on teacher leadership when the

teacher and the student have equal access to information resources. This form of training allows you quickly assess the actions, results and their consequences, as well as to get full information about the need for additions and changes to the methodological support of the learning process. N.A. Volgina emphasizes that interactive learning based on feedback and based on identifying positive aspects of the experience or changing a positive constructive plan, calculating the sum of learning outcomes using intermediate assessment, giving programmed learning features to interactive learning [2].

Information technology allows the teacher to present the material emotionally and figuratively, as well as to establish a relationship of mutual understanding, feedback between teacher and students, giving additional impetus to the development of school education. They help to increase learning resources, giving students the opportunity to acquire a high level of knowledge.

In the process of learning a topic or section, students perform creative tasks on a computer in the form of a slide presentation, which allows them to switch between different options of images, choose the best of them, and synthesize different types of virtual data.

 Effectiveness as the most important feature of innovative methods manifested only when positive achievements made in the work of the teacher. Techno logicality in observations, observation, recording of results manifested through the evaluation of new methods of teaching. An important aspect of this dimension reflected in the integrity of the individual, the formation of his perceptions and concepts.

One of the tasks of art education is to create conditions for the full development of the individual, his creative abilities, independent learning abilities and self-awareness in relation to the environment. The use of computer technology in the teaching of fine arts reveals the practical significance of the material studied, giving children the opportunity to show originality, imagination and creativity [6].

The use of information technology helps the teacher to motivate children to learn fine arts and has a number of positive consequences, such as figurative and holistic perception of knowledge and color perception, facilitating the process of learning the material, arousing interest in understanding science, broadening children's general outlook.

Another key feature of interactive technologies is that they based on the direct interaction of students with the learning environment. The use of interactive technologies allows the student to make the most of the wide range of visual arts techniques. The organization of the interaction of national works of art with the modern artistic and aesthetic traditions in the teaching of fine arts is a special opportunity for interaction.

Thus, the use of interactive technologies is a necessary component for preparing the next generation as a comprehensively developed person. The results of pedagogical research allow us to conclude that the use of this method has a positive effect on the development of cognitive activity of students and the effectiveness of mastering the studied material.

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