DIDACTIC POSSIBILITIES OF DEVELOPING STUDENTS' COMPETENCE IN CLOTHING DESIGN AND MODELING THROUGH TECHNOLOGY.

Umarova Fotima Abdurakhimovna

Associate Professor of the Department of "Methods of Vocational Education" of Tashkent State Pedagogical University named after Nizomi, Phd.

Abstract: *This article analyzes the formation of design and modeling skills among schoolchildren in the field of science and technology using modern methods. The ways of improving the quality of the educational process, especially in the development of students' personal qualities, through STEM education are revealed. As a result, it was said that when organizing the educational process, there is an opportunity to develop students' independent thinking, creativity and technical skills, as well as to increase their level of knowledge and skills.*

Key words: *STEM education, technology, engineering, art, media resource.*

"Public education system of the Republic of Uzbekistan in 2018-2021" approved by the decision of the President of the Republic of Uzbekistan dated September 5, 2018 "On measures to introduce new principles of management into the public education system" in section II, paragraph 11 of the program of measures for further improvement" - improvement of new state educational standards and curricula of general secondary education and at the same time STEM (science, technology, engineering and mathematics) education is set to be put into practice step by step. In order to fulfill these tasks, first of all, participants of education - pedagogues, methodologists, students, parents, etc., need to know information about international research conducted in the field of STEM education and have the skills to apply it in practice. they will need to have.

If we talk about STEM education: STEAM stands for S - science, T - technology, E - engineering, A - art and M - mathematics. In English it goes like this: science, technology, engineering, art and mathematics. Not forgetting that these directions are becoming the most popular in the modern world, it is possible to develop the design and modeling competence of students by communicating them to students in an interrelated manner. Therefore, today the STEAM system is developing as one of the main trends. STEAM education is based on the application of a

practical approach and the integration of all five areas into a single educational system. This is the logical result of combining theory and practice. STEAM was developed in America. Some schools took into account the careers of graduates and decided to combine subjects such as science, technology, engineering and mathematics, and this is how the STEM system was formed. (Science, Technology, Engineering and Mathematics). Later, Art was added here, and now STEAM was finally formed. Teachers believe that knowledge of these subjects, or more precisely, these subjects, will help students become highly qualified specialists in the future. After all, children want to learn well and apply it immediately.

Unlike education, STEAM technology ensures that knowledge is not isolated, but mutually proportional. The student develops the skills of non-standard thinking, finding multiple solutions to a problem, and creativity, which will be very useful in his future work. Its main idea is that practice is as important as theoretical knowledge. That is, during learning, we need to work not only with our brain, but also with our hands. Learning only in the classroom is not keeping pace with the rapidly changing world. The main difference of the STEAM approach is that children use both their brains and their hands to successfully learn different subjects. They independently "learn" the knowledge they receive.

In a STEAM learning environment, children acquire knowledge and learn to use it immediately. Therefore, when they grow up and face life's problems, whether it is environmental pollution or global climate change, they understand that such complex issues can only be solved by relying on knowledge from different fields and working together. Here, it is not enough to rely on knowledge of only one subject.

In conclusion, we would like to emphasize that, compared to traditional teaching methods, the STEAM approach in high school allows children to conduct experiments, build models, independently create music and films, turn their ideas into reality and encourages the creation of the final product. This educational approach allows children to effectively combine theory and practical skills and facilitates university entrance and further studies. If we say that the main goal of traditional education is to teach knowledge and use this knowledge to think and create, the STEAM approach teaches us to combine acquired knowledge with real skills. This gives schoolchildren the opportunity not only to have some ideas, but also to apply and implement them. That's it. only knowledge that can be used in reality is truly valuable.

LIST OF USED LITERATURE:

1. O'zbekiston Respublikasi prezidenti Sh. M. Mirziyoyevning Oliy Majlisga murojaatnomasi. - «Xalq so'zi» 23 dekabr 2017 yil.

2. Fotima Abdurakhimovna Umarova / Талабаларга кийимларни лойиҳалаш ва моделлаштиришни ўргатишда ахборот-коммуникация технология воситаларидан фойдаланиш орқали таълим самарадорлигига эришиш / Общество с ограниченной ответственностью «Центр инновационных технологий»(Узбекистан) 2021 yil 6 (103)

3. Fotima Abdurakhimovna Umarova / Achieving educational effectiveness through the information and communication technologies implementation in teaching students to design and modeling clothes / Современное образование (Узбекистан)/ 2021 yil 6

4. Х.А. Умаров, З.А. Умарова / "Использование электронно-образовательных ресурсов в целях создания образовательной экосистемы". Перспективные информационные технологии/ Перспективные информационные технологии (ПИТ 2018) 2018

5. F.A. Umarova, Z.A. Umarova, Kh. A. Umarov / Scientific and practical bases of creation and use of electronic educational resources in the educational process / European Journal of Research and Reflection in Educational Sciences 2019