Information Technology in Education

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Abstract: *Today, the development of any country depends on the youth. The more attention is paid to education, the faster the country will develop. Nowadays, new innovations in the field of education, the use of information technology in teaching is desirable. Classes using information technology enhance students' imagination. The use of information technology in the classroom includes the use of e-textbooks, thematic presentations, virtual programs, 3D animations and electronic kits. The use of such methods provides students with great opportunities to use information technology and work on themselves. The research programs are based on the widespread use of information technology in education and the development of professional competence of teachers to increase the effectiveness of teaching.*

Keywords: information technology (IT), multemadia, electronic textbook, virtual applications, pedagogical technologies, experiment, model.

Introduction

On this day, the consideration of each area makes extensive use of information and communication technologies. In this regard, there have been fundamental developments in the field of education and computer technology and access to the Internet. In the new pedagogical field, the process of working with new pedagogical technologies, tools and mobile applications has yielded good results. It aims to improve teaching and distance learning of various tools and media, including the description of the appearance and appearance of teaching materials. Another feature of the use of information and communication technologies in the pedagogical field is that the result is guaranteed, designed and implemented to achieve the planned learning objectives. In this case, a technological approach emerges, and the teacher provides a technological scheme that provides a descriptive result that describes, describes, stores information in memory, resulting in a regenerative learning cycle. Proper upbringing of young people, making them perfect human society is active Parents as well as mentors to help you become a member depends on the efforts of the coaches. The future begins today as they say, if the issue of raising children from an early age is not taken into account the future is lost. The quality of education is definitely the strength of the country signifies power.

Educational systems in a community and consequently education will not be able to separate from other social institutions, national and international interactions widely known in the global village. Education in the twenty-first century is the center from which all changes and developments arise. Information technology in education needs a culture. This culture needs to be learned along with the use of hardware resources.[1]

Through information technology, students have the opportunity to work independently, in addition to the lessons. In their free time, they will be able to complete tasks and check their answers through multimedia, 3d visual software. Students' interest in education is enhanced by the fact that their parents are also directly involved in their learning. Through communication with parents, students can be organized with information technology through meaningful extracurricular activities. In life and in the theory of knowing the objective world, there are issues of what to teach and how to teach, who and how to educate, and they are interrelated. There is a dialectical unity between the problems of what to do and how to do it. Pedagogy studies existing pedagogical phenomena and processes in order to enrich and update its content with methods that are consistent with its goals and objectives. In this sense, the research methods of pedagogy are a set of methods, techniques and tools for learning, checking the internal connections and relationships inherent in the real processes of upbringing, educating and educating the younger generation.

The word "experiment" comes from the Latin meaning "to try," "to experiment." Usually, experimental work is carried out in order to examine and determine the processes of scientific hypotheses or practical work related to the educational process. Here, too, attention is paid to the didactic or practical significance of scientific hypotheses. The experimental work will be aimed at identifying the legal relationship between education and upbringing, the introduction of new methods based on the results, increasing the effectiveness of education. It also provides an opportunity to anticipate the course, structure and results of the educational process.

It is obvious that in 21st century the world will be dominated by modern technology and due to rapid scientific, economic, cultural and political changes, the educational systems will not be able to consider themselves as islands separated from the other social and national organization in the global village. Because the education, both in the view of historical

empiricism and particular conditions encompassing 21st century, surely, will be the center of changes, evolutions and multiplications of 21st century.[2]

As multimedia computer technology is closely used in the educational process in out-of-school educational institutions, it is important to analyze its pedagogical and psychological aspects, principles and peculiarities. In addition, the use and conduct of didactic games in the teaching process differs from traditional methods by a number of efficiency and quality. game-based organization, ensuring the joint action of the participants in the learning process, the development of active movement and logical thinking of students as a result of a group approach to the issue. In order to do this, it is necessary to create such a didactic environment that the participants of the game lesson should demonstrate the knowledge acquired before the lesson. In order to demonstrate this knowledge, it is necessary to have a lesson organized by means of game technology. After all, in gaming technology, a little strict rules will have a lesser degree of limitation. In addition, through play, children learn to work as a team, to be cohesive, to create together, to work collaboratively, and to be independent. Therefore, we believe that in order to increase students' interest in the lesson, it is necessary to use different ICT materials when necessary and appropriate, to better master the skills and abilities of how to prepare them. To do this, you need to know how to use PowerPoint, Adobe Photoshop, MS Word, Paint. With the help of PowerPoint you can create a variety of images, videos, audios, exhibitions, texts and interesting animations, designs on them.

Methods of using ICT in the classroom:

- Use of software systems.
- Opportunities to use ICT.
- Effective use of ICT.

Using Software Systems - Using e-textbooks, students can also use e-textbooks in their spare time. Presentations help students focus on a broader topic. It is very easy to consolidate the themes through various animated videos, games and puzzle programs, and it is easy to remember. The fact that the laboratory work was done through programs also ensures the safety of students. We know that our brain is divided into two: the left and the right. The right side responds mainly to emotions and has 90% memory potential. 80% of it corresponds to the potential imagination.

Opportunities for the use of ICT - The concept of using ICT will be formed in future work. You will be able to use computer graphics, diagrams, visualization of the results in any form, free control and extensive use of exhibitions. It is no exaggeration to say that the principle of ICT has justified itself in education even in today's pandemic.

Effective use of ICT. Savings - resulting in reduced paper consumption, security - the level of security in the implementation of chemical and physical processes in the laboratory, modeling - the ability to model projects through multimedia, the ability to perform tasks according to the manual, even without students , free research, continuous monitoring of the process.

Conducting lessons with information technology develops knowledge and the ability to think logically, develops the ability to speak fluently, quickly and well. Such methods and games arouse in the student a passion for knowledge. The student strives to prepare thoroughly for the lessons. This makes students the subjects of the teaching process. The use of multimedia technologies organizes the learning process as well as in developing students' creative abilities opens up new possibilities. Enough to introduce active teaching methods equipping with computer equipment, as well as the learning process it is necessary to prepare a methodical and information base in the organization. This is today to provide active teaching methods to improve the quality of the education system provides.

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