INTERACTIVE METHODS – AN IMPORTANT FACTOR TO INCREASE STUDENT CREATIVITY

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Abstract: The article discusses educational technologies for the development of the education system and increasing the participation of students in school mother tongue education. In the development of education, there is talk of increasing creativity, boosting students' ability to express themselves fully, and the effectiveness of using interactive teaching methods. Priority ideas were put forward during the lesson, such as organizing various games to increase student activity.

Keywords: Learning Effectiveness, Assessment Technology, Blitz Survey, Essay, Motivation, Method, Communicative, Competencies, Interactive, Technology, Cluster, Cognitive Map, FSMU, Brainstorming, Role Playing, Reflection, Metaplan Card, Associative Thinking and others.

Highly qualified personnel from the younger generations growing up today

for preparation, first of all, of students studying in educational institutions it is necessary to increase attention to increase creativity (creative activity). This is education there are several issues that are obstacles in the field.

Uzbekistan in 2017-2021

Actions on the five priority areas of development of the Republic continuous education in the paragraph "Development of the field of education and science" of the strategy further improving the system, increasing the possibilities of quality education services, training of highly qualified personnel in accordance with the modern needs of the labor market the continuation of the policy is emphasized. To carry out such a huge task and it requires creative activity from the younger generation.

Creativity (creativity) (lat. creation – creativity, creativity) - the ability to create something new, unique, the mental process that leads to the creation of an artistic form, thinking, ideas and solutions; creative, which describes a person's readiness to create and accept new ideas ability. Creativity is strengthened in the activity of the student and leads to effective results to achieve, to create innovations, to determine the creative directions of one's activity gives a chance. Developing students' creative abilities and talents there are several interactive methods and technologies.

Including "Cluster" "Perception map", "Zinama-zina", "FSMU" technologies and "Brainstorming", "Role-playing games",

"Working in small groups", "Essay", "Assessment technology", "Blitz inquiry",

"Reflection" and "Metaplan card" methods can be mentioned. During the training process designing these methods based on the purpose and content of the lesson application results in the following:

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"Reflection" and "Metaplan card" methods can be mentioned. During the training process designing these methods based on the purpose and content of the lesson application results in the following:

* students' interest and motivation to study increases;

* learners are prevented from getting bored and tired in class;

* the learner develops creative work skills and active thinking;

* free and open involvement of new associative thoughts and imagination on the topic helps to do.

Here, the school serves to improve the quality of education in mother tongue classes giving examples of the use of several interactive methods we want to pass.

FSMU technology:

- Express your opinion.

- Give a reason for your statement of opinion.

- Give an example (evidence) to prove your reason.

- Summarize your opinion.

"Esse" method

Esse means "experiment, model" in translation from French. Essay – prosaic etude, general or preliminary remarks on some subject.

Writing an essay is often suggested at the beginning of a session, or during reflection, at the end will be done. Essay writing is often theoretical exercises, lectures and independent will be held as part of training. Its following types are suitable for the purpose used according to:

• Essay - 1000 to 5000 words on the proposed topic essay;

• Reasoned essay;

Example: "I think the number of excellent students in our class will increase if ..." write an essay based on

• Five-minute essay;

• Essay free writing.

Five-minute essay - the knowledge gained on the subject being studied strengthening of training for the purpose of generalization and observation stage is held at intervals of 5 minutes. This type of written assignment students' inner feelings about the subject, their impressions and independent to help the teacher to express his thoughts and the learning of his students

to know which aspects they pay more attention to when familiarizing with the material allows. The teacher can offer students:

"I think about this poem ..." or "I think in this story... is emphasized", "These lines of the poem ... describe" and so on.

At the end of the allotted time, write the essays of the students carefully are listened to. Students with slow learning also try to write their opinion is enough. Can write at least one or two lines of thought. After reading his thoughts should be offered to give. At least 15-20 students participate in the lesson and they you may also hear unexpected thoughts while listening. As a result of this creative activity awakens in most students.

The use of interactive methods of education as above in the lessons of the mother tongue and effective service in forming creative activity of students in literature classes does. In conclusion, it can be said that as a result of using interactive methods students develop basic and subject-related competencies, and our children pass PISA,

They can easily participate in international assessment systems such as TIMSS and PIRLS.

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