

## INTERACTIVE DESCRIPTIONS OF THE DEVELOPMENT OF COGNITIVE INTERESTS OF STUDENTS IN EDUCATION USING MODERN SOFTWARE TOOLS.

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**Annotation:** This article provides information about the benefits, importance and prospects of modern e-learning. The relevance of the topic is determined by the special place of education in modern society. The possibility and effectiveness of using interactive tasks in informatics for the development of cognitive interest is discussed. The possibilities of increasing the cognitive interest of students will be explored on the example of using interactive tasks created in LearningApps in computer science lessons.

**Keywords:** computer science, cognitive interest, interactivity, interactive tasks, LearningApps.

The quality of human potential, the willingness of people to solve natural and social challenges largely depend on the effectiveness of the education system. In the process of improving domestic education, modern technologies are becoming more and more powerful every year, the introduction of which will contribute to the modernization and development of education, as well as improving the quality of training of future specialists and the convergence of education. Information technologies are widely introduced into the educational process in all spheres of life. The introduction of information technology in higher education will allow the use of new innovative tools. This will create new opportunities and processes. Informing the educational process - is an important component of the development of the educational process, is reflected in the improvement of the quality of education and contributes to the strengthening and development of students' desire to learn. The use of modern information technologies has become one of the key parts of modern education, the problem of forming and developing students' interest in knowledge has been studied by researchers for many years, but the psychological and pedagogical problem is still the most relevant and complex. The variety of forms and methods of any science is an important aspect of learning and the basis for the development of cognitive interest. In computer science lessons, this makes additional sense, because in computer science lessons it is necessary to use the most modern and currently available textbooks. - One of the most effective pedagogical tools is the use of the interactive resource LearningApps, created using interactive educational technologies [11]. This Web 2.0 based resource is used to support the teaching and learning process through interactive

modules. In order to increase the effectiveness of training and form a sustainable cognitive interest in teaching computer science, teachers do not use Web 2.0 technologies enough, which means active user activity aimed at participating in the creation of various content of Internet resources. An example of a resource that implements this technology is the absolutely free LearningApps.org service to support the process of teaching and learning using interactive modules [11]. Existing modules can be included directly in the learning content, and can also be modified or created online. The proposed interactive modules serve as the basis for creating interactive tasks that require feedback from the student when completing tasks, as well as the ability to correct their own actions. The service supports several languages, which ensures maximum convenience of working with it. LearningApps includes 20 types of interactive exercises in a game format. The resource is primarily intended for educators working with children. For example, tasks such as "Find a Pair" or "Race" are clearly derived from children's games. There are two ways to work with LearningApps: 1) use as a template ready-made works of other authors with data changes. The tricky part is that the gallery is grouped by theme, not app type; 2) regardless of the task according to one of the 20 options for game mechanics development. Examples of such exercises to understand the logic of the task are invited to a meeting. Тогда just fill in the required fields and take a picture of the trunk left. All forms are provided with hints. The use of interactive tasks in computer science encourages students to actively interact with the learning content. At the same time, the role of the teacher changes: the activity of the teacher replaces the activity of the student, and the task is to direct the cognitive activity of students to the study of new material and its independent consolidation. connection with the information system.

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