

## FORMING STUDENTS TO PERFORM PRACTICAL TASKS OUTSIDE THE CLASSROOM

**Kulmamatova Khurshida Abdukhamidovna**

*2nd year basic doctoral student of of Termiz State University,  
Khurshida1977Kulmamatova@gmail.com*

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### Abstract

The article contains thoughts and comments about technology students learning using digital technologies by completing practical assignments.

Also, technical safety rules, instructions, recommendations, and technological maps necessary for extracurricular activities in technology have been developed.

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Organization of educational activities and extracurricular activities in the education of work and work attitude is the main task of strengthening the connection of the school with everyday life. Technology lessons of general education schools are one of the main educational and educational subjects in the mental and practical preparation of students for work.

Out-of-class activities conducted together with students are an integral part of the educational and educational work of general education schools, and it is one of the important tools that help in the comprehensive development of education, strengthening, deepening, and practical application of the knowledge acquired in classes.

Educational processes of general education schools are becoming stronger day by day. In extracurricular activities, new ideas and methods of their implementation are identified, which show students their independence and initiative, help them feel the beauty and joy of work organized for the benefit of our society, and the power of teamwork.

In the organization of students' extracurricular activities in secondary schools, among the club activities, "Skilled Hands", "Artistic Embroidery Clubs", and "Modeler Designers" clubs are widespread.

Psychological-pedagogical and practical preparation of students for labor activities should be carried out by organizing various spiritual and educational activities during the time when students participate in various types of socially useful work. The following are organized in extracurricular activities in the field of technology:

1. Organization of circles;
2. Organization of public works;
3. Organization of individual and small group work with students on the basis of computer technologies;

It is effective for students of technology to study additional tasks based on computer technologies in addition to their technical and technological lessons. It increases students' interest in mastering the subjects of technology science during the training sessions, allows for wider application of knowledge in extracurricular activities and in-depth study. At the same time, extracurricular activities should not exactly repeat the materials given in classes. In extracurricular activities, it is important to teach intellectual games, interesting activities directly using information technology to make things.

In the organization of extracurricular activities, students are given the opportunity to choose the type of Internet materials and videos that interest them most. Individual creative abilities, abilities, and talents of students are more vividly displayed only in extracurricular activities. Here they will be able to freely choose the time and energy they need to do whatever they want to do and achieve their goals.

There are many types of extracurricular activities. For example: public events - parties, mornings, contests, interesting quizzes, excursions, exhibitions, etc.

In the 9th grades of general education schools, in the organization of extracurricular activities, mass activities such as organizing early mornings, organizing exhibitions, widely using types of automatic sewing machines based on digital technologies, and holding contests and interesting quizzes from sewing and cutting work are given little attention. From public works to technology science contests and engaging quizzes, these types of activities are both fun and educational for students. Because students are required to be intelligent, able to quickly find answers, to mobilize their thoughts, knowledge and skills in extracurricular activities.

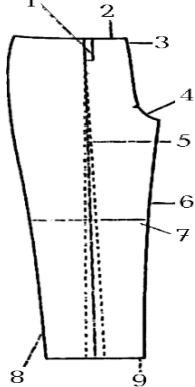
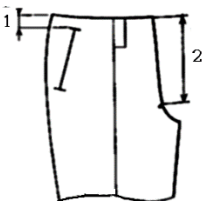
When extracurricular activities are organized, students should be given the following practical tasks:

1. Create a technological map for the manufacture of products;
2. Sketch the items;
3. Prepare templates for items;
4. Cut the pieces of clothes using templates;
5. Sew clothes on the basis of technology;
6. Iron and put on ready-made clothes;

For example: We see an example of the technological map of the following topic from the textbook of technology for 9th grade.

On the subject of "Cutting and sewing women's trousers"

TECHNOLOGICAL MAP

Activities based on technology	Recommended equipment, equipment and raw materials	Drawings and pictures	The procedure for performing the operation based on the standard
1. Front half piece	Formatted cardboard paper, ruler, pencil, eraser, chalk, scissors, fabric, needle, thread, needle, ruler	 <p>1-layer vitochka; 2-high shear; 3-front fine shear; 4th middle cut; 5th anterior half-lobe midline; 6th step cut; 7th knee line; 8th side cut; 9-poche lower cut</p>	<p>The front half piece consists of 2 pieces. The thread direction runs parallel to the line connecting the middle of the knee line and the leg line. Thread deviation is not allowed up to 3% in floral, patterned, striped and check fabrics.</p>
2. Determining the positions of pockets and pockets.	Formatted cardboard paper, ruler, pencil, eraser, chalk, scissors, fabric, needle, thread, needle, ruler		<p>On the front halves, the slanted pocket and pleat lengths are marked and notched. The side oblique pocket is 18 cm long, leaving 5 cm from the top of the trousers. The length of the necklace is 20-25 cm.</p>

The use of information technologies for the effective implementation of extracurricular activities strengthens the acquired knowledge, skills and abilities of students, forms their worldview, develops their creative abilities and serves as an important factor in improving their artistic aesthetic taste. Timely, planned and organized classes increase students' interests and desires, and enrich their spiritual and ideological views.

In conclusion, we can't do much teaching and learning in class alone, and we can't do it all in practice.

Therefore, in extracurricular activities, if we conduct various activities based on the interests and abilities of students, using computer technology, and explaining to students the importance of easy teaching of our work, effective results will be achieved

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