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SOME FEEDBACK ABOUT THE IMPLEMENTATION OF THE STEAM PROGRAM IN PRACTICE

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A R T I C L E I N F O.

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STEAM education system, science, technology, engineering, art, mathematics, foreign languages, teaching.

Annotation

The purpose of using STEAM software in primary classes is to further enhance students ' interest in the subject under study by organizing each lesson using qualitative, meaningful and varied techniques. In this article, we will talk about what the STEAM education system is and what its functions, effectiveness, how it can be applied in the field of Education. In the course, a brief understanding of how fast, onson and qualitative learning of foreign languages can be done in this educational system is given.

The XXI century is the era of technology. Today's children grow up very smart and mentally. Izlash new methodological ways of attracting them to knowledge and giving them knowledge is a modern requirement. In primary classes, it is now being conducted using observation, interview, questionnaire, test, experiment techniques. These are traditional methods. In teaching, we can now see an unconventional style.

STEAM was developed in America. The most famous example of the STEAM approach is the Massachusetts Institute of Technology (MIT), the motto of this famous university is “Mind and hand” – “mind and hand”. The Massachusetts Institute of Technology has developed STEAM courses and even created STEAM training centers in some educational institutions. STEM is aimed at developing students ' scientific and technical competences as the term is included in the school program for the first time in the United States. Then this line was inserted and additional letters were introduced into the term. In particular, adding “R” to it –robotics – robotics began to be called STREM, or STEAM adding“A” - art.

If the word STEAM is explained in letters:

- **S-science (Natural Sciences)**
- **T-technology (Technology)**
- **Ye-engineering (engineering work)**

- **A-art (ART)**
- **M-mathematics (Mathematics)**

So it is to link these lines in each passing subject. STEAM education is based on the orientation and practical approach, as well as integration of all five areas into a single educational system.

The STEAM program improves learning efficiency by giving students both theoretical and practical knowledge. During the study, we need to work not only with our brain, but also with our hands. That is, it is important to develop oral and written speech together.

In the STEAM educational environment, children acquire knowledge and immediately begin to use it, that is, they use it in practice. Therefore, when they grow up and face life 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 areas and working together. Here it is not enough to rely on knowledge on only one topic.

For example, in the elementary classes, when the topic of pollution of the environment from the lesson of nature is passed, we teach them to throw waste into special containers, in addition to call them nature as a souvenir, we explain to them that if these wastes are processed they will return to us as a product, we will have taught them Engineering.

If we were to teach them how to make a necessary piece from this thing instead of throwing unnecessary things in our house into the garbage, we would have taught them technology. By calculating how much waste each person throws per day, how many seedlings are planted in the school garden for the preservation of nature, we also tied the science of mathematics to this lesson. We teach art by drawing a picture of a school garden to students. This means that we can organize the lesson interesting and qualitatively by linking one topic to other areas.

By focusing on practical ability, students develop their willpower, creativity, flexibilitytiradi and learn to work as a team. These skills and knowledge constitute the main educational function, which means what the whole educational system seeks for.

This new approach to education is the logical result of combining theory and practice. The STEAM program was developed in America. Some schools took note of the careers of graduates and decided to combine such subjects as science, technology, engineering and mathematics, and the STEM system was formed in this way (Science, Technology, Engineering and mathematics). Art was later added to this earth, and now the program on STEAM became complete. Teachers believe that knowledge in these disciplines will help students to become highly qualified specialists in the future. In this way, children strive for good knowledge and apply it immediately in practice.

The world is changing, even if education does not stand in one place. The changes of the last decades are pleasant, but at the same time we are airy. With the invention of these new things, there are many new problems that people have not encountered before. Every day new types of work and even whole professional spheres arise, so the knowledge and skills that modern teachers teach must also correspond to the modern requirements.

Knowledge will help you to find your own idea, but the real work will turn this idea into reality .tiradi If we say that the main purpose of traditional education is to teach knowledge and that knowledge should be used to think and create, the STEAM approach will teach us to combine the knowledge we have acquired with the real skills. This gives schoolchildren the opportunity not only to have some ideas, but also to apply and implement them in practice.

The most popular example of the STEAM approach is the Massachusetts Institute of Technology (MIT). The motto of this World Institute is “Mens et Manus” (mind and hand). The Massachusetts Institute of technology has developed STEAM courses to give children the opportunity to learn and

familiarise themselves with the concept of STEAM in advance and even create STEAM learning centers in some educational institutions. It is necessary to start the STEAM program from the preschool age, for this it will be necessary to include programs in kindergartens.

Compared to traditional teaching styles, the STEAM approach at school encourages children to experiment, build models, create music and movies independently, translate their ideas into reality and create the final product. This educational approach allows children to combine theory and practical skills in an effective way, making it easier to enter and postgraduate studies at the University.

STEAM-training has 10 advantage sides

1. To integrate teaching into educational disciplines not by itself, but by " subjects".
2. Application of scientific and technical knowledge in real life.
3. Develop critical thinking skills and solve problems
4. Increased sense of trust in one's own strength
5. Active communication and team work
6. Develop their interest in technical sciences
7. Creative and innovative approach to projects
8. The bridge between education and career
9. Preparation of children for technological innovation life
10. STEAM is puddled up as an addition to school programs.

Ste helps in developing the following important features and skills in STEAM readers

- Understanding broad coverage problems
- Creative thinking
- Engineering approach
- Criticism of criticism
- Understanding and applying scientific techniques
- Understanding the basics of design

Based on the design method **of STEAM** – learning technology lies in the knowledge and artistic research of its sound.

STEAM-training directly connects bolaningrivojlanmas with the external olam.

The STEAM-approach allows children to learn the world in a systematic way, to logically observe the processes that are happening around them, to understand the interaction between them, to open for himself something new unusual and interesting.

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