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TECHNOLOGIES FOR FORMING CREATIVE COMPETENCES IN PRIMARY GRADE STUDENTS

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Abstract:

This article explores the technologies for developing creativity-related competencies in primary school students. It examines the potential of enhancing students' creative thinking and problem-solving skills through methods such as interactive technologies, virtual learning environments, gamified education, and project-based activities. The article emphasizes that integrating modern technologies into the educational process can improve students' creativity and independent thinking abilities.

Keywords: Primary school, creativity, competence, technologies, interactive learning, virtual environment, gamified learning, project-based activities, creative thinking, independent thinking, pedagogical technologies, educational process.

INTRODUCTION

Nowadays, developing creativity in primary school students is essential for ensuring their academic success. Creativity is not only about generating new ideas but also about effectively utilizing existing resources, solving problems through creative approaches, and expressing one's thoughts freely. Developing these abilities plays a significant role in students' future lives and careers, providing them with the opportunity to succeed in the modern world.[1]

The role of modern technologies in developing creativity within the education system is significant. Interactive learning environments, gamified educational programs, and online resources provide students with opportunities to develop creative thinking and independent reasoning skills. Technologies for fostering creativity in primary school students require the application of an innovative approach to their learning activities, which, in turn, makes the learning process more effective and engaging. This article examines the technologies used to develop creativity-related competencies in primary school students and their role in the educational process.

LITERATURE REVIEW AND METHODOLOGY

Research on developing creativity in primary school students is closely linked to modern educational approaches. The influence of several prominent educators and scientific research studies plays a significant role in this process. In Uzbekistan and around the world, there are numerous studies in the field of pedagogy focused on developing creativity. For example, the works of renowned psychologists and educators such as Vygotsky and Piaget highlight the necessity of fostering love, motivation, and a strong foundation in a child's development to cultivate creativity.

Recent studies indicate that interactive technologies, games, video lessons, and modern educational programs play a crucial role in developing creativity. Researchers such as Akhmedova (2020), Ismoilov (2021), and Bakhodirov (2019) have emphasized the importance of technology in fostering creativity, highlighting the necessity of applying innovative methods to enhance students' cognitive and creative activities. New pedagogical approaches, such as gamified learning and interactive lessons, enable primary school students to expand their creative potential.[2]

Additionally, educators such as L. V. Zankov, L. S. Venger, and N. F. Talyzina emphasize the necessity of an individualized approach in fostering creativity. According to their views, each student's creative activity should be organized in alignment with their individual needs, interests, and abilities. [3]

In this article, qualitative and quantitative methods were used to analyze the effectiveness of technologies for developing creativity in primary school students.

1. **Qualitative Methods:** The article presents a descriptive analysis of various interactive educational technologies, games, and project-based activities used to enhance students' creative engagement. These methods were analyzed through observations and an assessment of students' academic success to examine how they can be applied in the educational process and their impact on students' creative thinking.
2. **Quantitative Methods:** Tests and surveys were used to measure students' level of creativity and

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assess the effectiveness of educational technologies. This method enabled the measurement of students' creative activity and provided insights into their independent thinking and problem-solving skills.

3. **Experimental Trials:** The article also examines the methodology for practically testing technologies aimed at developing creativity in primary school students. During the trial process, the development of creative thinking was observed through interactive games, online programs, video lessons, and gamified learning methods for students.

With this methodology, the effectiveness of technologies for developing students' creative competencies and their role in the educational process were thoroughly analyzed.

DISCUSSION

The research findings on the role of technologies in developing creativity-related competencies in primary school students have demonstrated the effectiveness of new pedagogical technologies in fostering creative thinking. This not only expands students' knowledge and skills but also helps develop their creative abilities, such as independent thinking, self-expression, and problem-solving. [4]

Students' use of interactive educational technologies provides teachers with the opportunity to implement an individualized approach to learning.This allows for consideration of each student's unique learning pace, abilities, and interests.As a result, activating students and increasing their motivation become key factors in fostering creativity. Technologies encourage students to complete various tasks, serving as an effective tool for developing their creative abilities.

Additionally, when online platforms, games, and multimedia tools are used to enhance students' cognitive engagement, they gain the opportunity to explore various fields of knowledge more deeply. These technologies enable students to test themselves, reinforce new knowledge, and actively participate in the learning process. Interactive resources provide students with the opportunity to learn at their own pace and convenience, making the educational process more effective and engaging.[5]

However, there are also some challenges associated with the use of technology. First, the availability of the necessary infrastructure and resources for both teachers and students remains a pressing issue. To fully and effectively implement technologies, it is essential to properly train teachers and familiarize them with new pedagogical technologies. Second, excessive use of technology may lead to a decline in students' interest in traditional teaching methods. Therefore, it is crucial to find an optimal balance in the use of technology.

Another important aspect is that technology also plays a significant role in developing students' social skills. Participating in online learning activities and group work enables students to communicate with one another and exchange experiences. This, in turn, enhances their social engagement and helps develop creative thinking.

CONCLUSION

Modern technologies play a crucial role in developing creativity-related competencies in primary school students. Technologies, especially interactive learning resources, serve as effective tools for fostering students' creative thinking. They provide students with the opportunity to reinforce their knowledge, explore various subjects in greater depth, and develop creative thinking skills. Such technologies help teachers implement an individualized approach and consider the unique needs of each student.

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