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TECHNOLOGIES FOR DEVELOPING STUDENTS' CREATIVE COMPETENCES IN TECHNOLOGICAL EDUCATION ON THE BASIS OF NATIONAL CRAFTS

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Abstract

This article discusses the scientific and methodological foundations of improving the technologies for developing students' creative abilities in national crafts in the process of technological education. The possibilities of using a competency-based approach, STEAM education, project method, interactive methods and digital technologies in teaching national crafts were analyzed. Also, methodological recommendations were developed to develop students' creative thinking, practical skills and respect for national values. The results of the study showed that the proposed methodology is of great importance in increasing the effectiveness of education.

Keywords: technological education, national crafts, creative abilities, competence, STEAM, project method, interactive methods, digital technologies.

Introduction

In the context of the modernization of the education system, the development of students' creative abilities is one of the priority areas of state policy. In particular, the use of national crafts in technological education is an important factor in developing students' creativity, aesthetic taste, practical skills and professional interest.

National crafts are a rich cultural heritage of our people and include woodcarving, embroidery, goldsmithing, pottery, coppersmithing, jewelry and many other areas. Combining these types of art with modern pedagogical technologies creates broad opportunities for developing students' creative potential.

Educational significance of national crafts

Integrating national crafts into technological education serves the following results:

Development of creative thinking;

Formation of practical labor skills;

Strengthening respect for national values;

Increasing motivation to choose a profession;

Development of design and aesthetic taste;

formation of entrepreneurial skills.

Technologies for the development of creative abilities

Technology	Application Result
STEAM Approach	Interdisciplinary Integration and Creative Thinking
Project Method	Independent Product Creation
Problem-Based	Learning Finding Creative Solutions to Problems

Cluster Method	Systematization of Ideas
Brainstorming	Developing New Ideas
Digital Design Programs	Preparing Sketches and Models
3D Modeling	Designing Items

Improved methodology

The proposed methodology includes the following stages:

Diagnostics - identifying students' interests and creative potential.

Motivation - introducing them to examples of national crafts.

Design - developing a product sketch.

Practical activities - preparing crafts.

Digital presentation - presenting completed work in the form of an electronic portfolio or presentation.

Reflection and evaluation - analyzing the results based on criteria.

Pedagogical conditions

The following conditions are necessary for the effective implementation of the methodology:

-modern technology workshops;

-use of examples of national crafts;

-digital educational tools;

-cooperation with local craftsmen;

-use of interactive methods;

-establishing project activities.

Results and discussion

The proposed methodology serves to develop students' creative thinking, design skills, practical labor skills, and interest in national cultural heritage. The use of the STEAM approach and the project method increases students' ability to think independently, solve problems, and implement innovative ideas.

Conclusion

Integrating national crafts with modern pedagogical and digital technologies in the process of technological education is an effective means of developing students' creative abilities. The proposed methodology serves to develop students' creative potential, practical skills, and professional orientation. In the future, it is advisable to improve this methodology on the basis of experimental testing and enrich it with electronic educational resources.

This topic is inextricably linked with the areas of STEAM, technological education, and national crafts that you have previously worked on. Therefore, it can also be brought to the Scopus level. For this, if the results of experimental testing (control and experimental groups), statistical analysis, international sources with DOI for 2021–2026 and a modern pedagogical model are added to the article, its scientific weight will increase significantly.

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