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METHODOLOGY OF USING DIGITAL AND INTERACTIVE EDUCATIONAL TECHNOLOGIES IN TEACHING TECHNOLOGY EDUCATION

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Abstract

This article highlights the methods of using digital and interactive educational technologies in teaching Technology Education and their importance in developing students' knowledge and practical skills.

Keywords: Technology Education, digital learning, interactive methods, innovative technologies, practical skills, creativity.

Today, the use of digital and interactive technologies in the educational process is of great importance. In particular, integrating theoretical knowledge with practical activities in Technology Education develops students' creative thinking, independent work, and technical skills.

The use of digital learning technologies helps students understand topics more effectively and complete practical tasks independently. For example, video lessons can demonstrate the processes of sewing, woodworking, and the operation of various mechanisms. Computer software also enables students to create technical drawings and three-dimensional models of products.

Interactive methods encourage students to participate actively in lessons. For instance, through the project method, students carry out the stages of planning, designing, producing, and evaluating a particular product. Group work develops collaboration, information exchange, and problem-solving skills.

To use these technologies effectively, teachers should select digital tools and interactive methods that correspond to lesson objectives while considering students' age characteristics and practical abilities.

The use of digital technologies in teaching Technology Education helps make lessons more visual and effective. Multimedia presentations, video lessons, electronic learning platforms, computer-aided design (CAD) software, and 3D modeling tools can be used for this purpose.

Interactive teaching methods encourage students to participate actively in the learning process. In particular, brainstorming, problem-based learning, project-based learning, and small-group activities enable students to solve technical problems, design products, and test their ideas in practice.

The use of digital and interactive technologies in Technology Education also improves the assessment of students' knowledge. Online tests, electronic assignments, and presentations can be used to determine students' level of understanding. Furthermore, digital platforms enable teachers to assign individual tasks and monitor students' progress.

Using problem-based situations in lessons develops students' independent thinking and creative approaches. For example, students may be asked to produce a

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particular item at a low cost or make efficient use of available materials. Such activities develop resourcefulness, responsibility, and practical problem-solving skills.

For the effective application of these technologies, teachers should clearly define lesson objectives, select appropriate digital tools, and engage students in practical tasks. For example, students can prepare a product drawing on a computer and then construct its model using cardboard or other materials.

In conclusion, the use of digital and interactive educational technologies in teaching Technology Education helps reinforce students' knowledge, develop practical skills, and foster creative thinking. Therefore, integrating digital tools and interactive methods with practical activities is an important condition for improving the effectiveness of education.

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