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EVENT – IMPROVING THE EFFECTIVENESS OF THE "TARBIYA" SUBJECT THROUGH EDUCATIONAL TECHNOLOGIES

Samiyeva Dilbar Shukrullayevna
Doctoral researcher (PhD) at navoi state university
e-mail: dilbarshukrullayevna@gmail.com

Annotatsiya: Mazkur maqolada event – ta`lim texnologiyalari vositasida tarbiya faning samaradorligini oshirish, shu bilan bir qatorda o`quvchilarda faollikni, o'quvchilar uchun nazariy bilimlar, psixologik va ijtimoiy kompetensiyalarni rivojlantirish muhim ahamiyatga egaligi haqida yoritilgan.

Kalit so'zlar: Ta`lim, event ta`lim, ko`nikma, o`zaro kompetensiya, hamkorlik, jamoaviy o'yinlar, "Tarbiy" fani, ta`limiy voqea, muloqot.

Abstract: This article highlights the importance of event-based educational technologies in improving the effectiveness of the Tarbiya (Character Education) subject. It also emphasizes their significant role in enhancing students' engagement and in developing their theoretical knowledge, psychological competencies, and social skills.

Key words: Education, event-based learning, skills, interpersonal competence, collaboration, team games, the "Tarbiya" (Character Education) subject, educational event, communication.

INTRODUCTION.

At present, the event-based approach in the national education system is still being applied at the stage of practical experimentation, despite its significant pedagogical and educational potential. At the same time, the concept of educational events has been actively utilized in international educational practice for many years. In foreign literature, **event-based learning** is considered one of the most promising innovative approaches to education. The implementation of this approach is closely connected with the expansion of e-learning opportunities, the gradual elimination of boundaries between national education systems, and the increasing activation and individualization of the educational process.

Innovative changes related to the goals, content, and value orientations of education are being observed in education systems around the world today. Modern education is becoming more active, focused on learning through practical activities, informal, and international in nature.[1.2]

The use of event-based learning technologies in teaching the Tarbiya (Character Education) subject serves as an effective pedagogical approach for ensuring students' active participation, developing their social skills, and making the educational process more engaging and dynamic. The use of educational events as a means of instruction and as a tool for ensuring learners' personal and professional development has become widespread in many countries around the world. Such events enable students to be actively involved in practical activities and to develop the necessary experience and skills. They also create a favorable environment for effective communication and collaboration, contributing to the development of a sense of responsibility as well as the ability to analyze and evaluate their own performance.

LITERATURE REVIEW AND METHODS.

The concept of "event" in educational and instructional processes is considered one of the relatively new terms. When translated from English, the word means "a happening" or "an event." "Event technology" refers to the process of organizing specially designed activities, celebrations, exhibitions, and demonstrations, incorporating practical, activity-oriented elements.

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The use of event technologies in the process of developing students' social activity provides the following opportunities:

• it helps encourage students participating in the technology and fosters their motivation;

• event-based activities organized around thematically interconnected occurrences evoke positive emotions in students;

• activities aimed at increasing social engagement provide opportunities for moral and educational influence on students;

• it helps strengthen and support students' motivation related to social activity.

In the global education system, research into the possibilities of implementing the concept of an "educational event" has been carried out in the scientific works of scholars such as R.G. Valeev, V.I. Slobodchikov, B.D. Elkonin, S.V. Frolova, and E.Yu. Ilaltdinova [3, 4, 5, 6]. The experience of implementing educational events in vocational education has been studied in the research of N.V. Volkova, M.P. Prokhorova, and O.I. Vaganova. [7, 8].

N.I. Volkova interprets the educational event through a phenomenological approach, since each phenomenon occurring in the educational process is characterized by a set of specific features. Among these features are the renewal of a person's perception of themselves and the surrounding environment, awareness of their own capabilities and qualities, an expansion of understanding regarding collaborative activity, as well as new emotional experiences and acquired practical experience, all of which are of particular significance.

According to the author, the main characteristics of an educational event are expressed through an "educational leap," meaning concentrated and significant changes that occur in the learner. In addition, strong emotional impacts, the formation of personal attitudes and a tendency toward active engagement among students, as well as the further development and refinement of systems of interactions and relationships, are also considered important aspects of this process. [9].

In foreign educational practice, event-based learning is interpreted within the framework of the constructivist approach. As a philosophical perspective, constructivism emphasizes that knowledge is not directly provided in a ready-made form, but is gradually formed through the process of gaining experience. Communication and collaborative activity play an important role as key factors in acquiring experience and subsequently mastering knowledge. In line with this theory, **event-based learning** is considered one of the natural and effective forms of learning and development. To effectively organize educational events, it is necessary to take into account learners' future goals and developmental needs and to design educational events in a well-structured manner accordingly. [10].

The use of event-based learning technologies in teaching the Tarbiya (Character Education) subject is certainly of great importance in developing students' theoretical knowledge, psychological competencies, and social skills.

Interactive games. In the process of organizing interactive games, including role-playing or story-based games, the tasks should be meaningfully interconnected. Participants are explained the rules of the game and are assigned to complete several tasks within a specified time period.

Training seminars. Within the framework of modern event technologies, training seminars organized in cooperation with family, neighborhood (mahalla), and educational institutions, with the participation of specialists from various fields, play an important role. In this process, special attention should also be given to providing information necessary for strengthening girls' social activity in society.

Learning based on events and activities: providing students with knowledge based on specific events or historical occurrences. For example, in history classes, students can analyze major historical

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processes and approach them from different perspectives. This method helps develop students' historical thinking skills.

Project-based learning: students participate in various projects aimed at solving real-life problems. They strive to apply their knowledge and skills in practical situations. For example, this may include addressing environmental issues, developing initiatives beneficial to society, or conducting scientific research activities.

Problem-solving and case study: students are assigned the task of solving real-life problems. They analyze a given specific situation and propose appropriate solutions. Through the case study methodology, learners' critical thinking skills are developed.

RESULTS. The use of event-based learning technologies contributes to the development of students' teamwork skills.[11] Through collaborative activities, students learn to cooperate with one another, freely express their opinions, and develop the ability to solve problems collectively.

In defining an educational event, it should be emphasized that it is a specific form of organizing the educational process that integrates traditional types of learning activities (independent work, participation in various events, heuristic and project-based tasks, reflection, etc.) into a single, goal-oriented and pedagogically grounded unique event form. Such an approach enables participants to gain shared experience, develop essential skills, and form an emotional and value-based attitude toward collaborative activity..[12]

Event-based learning enables students to connect the topic being studied with real-life events or occurrences. This helps them apply their acquired knowledge in practice and achieve a deeper understanding of the learning material. With the help of these technologies, the educational process becomes more engaging and interactive, which further increases students' interest in learning.

Event-based learning methods enable students to learn independently.

Working with real-life situations plays an important role in increasing students' motivation. Such an approach strengthens their interest in education and helps them acquire not only theoretical knowledge but also practically useful skills.

Furthermore, through teamwork and interpersonal communication, students develop social competencies: they learn to exchange ideas, listen to others' perspectives, and work effectively in groups.

In addition, analyzing different opinions and approaches within the learning process enhances their creative and critical thinking skills. Students attempt to apply their knowledge in various situations, become better prepared to solve real-life problems, and thus gain stronger readiness for real-world challenges.

SUMMARY.

The correct and purposeful use of pedagogical methods, as well as the effective implementation of event-based learning approaches, makes the Tarbiya (Character Education) subject more engaging and result-oriented. These technologies enhance interactivity in the educational process and contribute to the development of critical analysis and creative thinking.

It also serves as an effective tool for preparing students to solve real-life problems and for developing their teamwork and communication skills.

Event-based learning (event-based education) views educational events not merely as a teaching method, but as an important phenomenon that "activates" the learning process. It focuses on questions such as what students have learned, what kind of experience they have gained, and how they have felt about it.

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