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USING DIGITAL EDUCATIONAL TECHNOLOGIES IN THE ORGANIZATION OF EXTRACURRICULAR ACTIVITIES

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Annotation: This article discusses the purpose and content of organizing extracurricular activities in primary school, as well as the promising ways, challenges, and solutions for using modern technologies and digital educational technologies in these activities. Relevant conclusions are also drawn.

Keywords: primary school, education, technology, digital education, extracurricular activities, club, socialization, method.

Аннотация: В данной статье рассмотрены цель, содержание организации внеклассной работы в начальных классах и рассмотрены проблемы и решения перспективных путей использования современных технологий и цифровых образовательных технологий в организации внеклассной работы и сделаны соответствующие выводы.

Ключевые слова: начальный класс, образование, технологии, цифровое обучение, внеклассная работа, кружок, социализация, метод.

Nowadays, the role of digital technologies in effectively organizing the educational process is increasing. In particular, the use of modern digital educational technologies is of great importance in primary grades to enhance students' interest, develop their independent thinking, and foster creative activity. Extracurricular activities are an integral part of the educational process, helping students reinforce their knowledge, acquire new skills, and increase their social engagement. Digital technologies make this process more interactive and engaging. The use of virtual laboratories, electronic textbooks, online games, educational platforms, and other digital resources enhances the effectiveness of extracurricular activities.

Various educational and upbringing activities conducted by schools beyond regular academic lessons are known as extracurricular activities. These activities are an integral part of the school's educational process and serve as a means of organizing students' free time effectively. Extracurricular activities provide broad opportunities for the comprehensive development of an individual and prepare them for life and future professional activities. These activities are organized voluntarily, considering students' interests. Students choose activities that interest them and participate in them independently and proactively.

Extracurricular activities in primary school play a crucial role in developing students' interests, reinforcing their knowledge, and expanding their creative thinking. The following types of extracurricular activities are widely practiced:

- Club Activities – Specialized sessions in subjects such as science, arts, sports, and technology (mathematics, language and literature, drawing, handicrafts, robotics, etc.).
- Competitions and Contests – Academic Olympiads, creative competitions, sports tournaments, best reader contests, handwriting competitions, and similar events.

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- Excursions – Visits to museums, libraries, historical sites, and nature reserves to broaden students' worldviews.
- Educational Conferences and Seminars – Scientific and educational events such as young researchers' symposiums and project presentations.
- Artistic and Theatrical Creativity – Theatrical performances, storytelling and poetry reading nights, and puppet theater shows.
- Open Lessons and Masterclasses – Experimental or interactive lessons dedicated to specific topics.
- Labor and Environmental Activities – Creating gardens, planting trees, improving school surroundings, and waste sorting campaigns.
- Educational Sessions and Meetings – Meetings with professionals, artists, and athletes, as well as moral and ethical education classes.
- Engaging Games and Quizzes – Intellectual games, quizzes, and question-and-answer sessions in the style of "Zakovat."
- Technology-Based Activities – Interactive games, digital educational platforms, online projects, and web quests.

The use of digital technologies in extracurricular activities makes these events more effective, engaging, and interactive. The educational impact of extracurricular and out-of-school activities largely depends on the quality of their organization and how students collaborate in various tasks. Extracurricular activities are not limited by mandatory curricula; instead, they bring together students voluntarily, allowing them to take initiative, develop interest in academic subjects, and immerse themselves in the cultural life of society. These activities play a crucial role in fostering social engagement, social consciousness, and moral values in individuals.

Modern digital educational tools make extracurricular learning more engaging, interactive, and effective. Platforms such as Maktab.edu.uz, Kundalik.com, Zoom, Google Classroom, and LearningApps provide opportunities for independent study and distance learning. Students can revisit lessons at their convenience and reinforce their knowledge through repeated practice. Additionally, tools like Kahoot!, Quizizz, Mentimeter, and Baamboozle enable teachers to organize extracurricular activities in the form of quizzes and educational games, fostering competition and helping students solidify their knowledge.Moreover, online and virtual tours facilitated by digital technologies play a crucial role in developing students' cognitive thinking and broadening the worldview.

The use of digital educational tools in organizing extracurricular activities enhances students' engagement, develops their independent learning skills, and makes the learning process more effective. These technologies enable students not only to acquire theoretical knowledge but also to deepen their understanding through practical exercises.

When organizing subject-based clubs, utilizing specific programs and platforms tailored to each subject increases the effectiveness of the activities and makes them more engaging for students. For example, the following programs can be used for mathematics and logical thinking clubs:

- GeoGebra, Desmos – solving geometry and algebra problems visually.
- Kahoot!, Quizizz – organizing interactive tests and quizzes.

For the language and literature club:

- Duolingo, LingQ – learning new words and developing language skills.
- StoryJumper, Book Creator – creating creative stories and e-books for students.

Using digital educational tools in subject clubs helps engage students in scientific research, enhance their creative thinking skills, and improve the effectiveness of teaching. Modern technologies can make the learning process more engaging and interactive.

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Using digital educational technologies in organizing extracurricular activities in primary school makes the learning process more effective, interactive, and engaging. Modern digital tools—virtual excursions, interactive tests, online learning platforms, video lessons, and simulations—help reinforce students' knowledge, develop their creative thinking skills, and foster independent learning. Through digital technologies, extracurricular activities can ensure an individualized approach, creating a learning environment that aligns with students' interests and needs. Additionally, online platforms and mobile applications provide students with the opportunity to continue learning beyond the classroom.

In short, the purposeful and effective use of digital educational technologies enhances teachers' innovative pedagogical methods and improves the quality of education. In the future, the further development of these technologies will expand opportunities for implementing new approaches in the learning process.

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