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# Olympiads as an Innovative Teaching Method

**Doszhanov Bakhitjan Muratovich**

Teacher of the Department of Anatomy and Physiology

**Yeralieva Guljakhan Alimbaevna**

Teacher of the Department of Sports Medicine and Biochemistry

Uzbekistan State University of Physical Education and Sports

**Abstract.** The use of interactive forms of training in the educational process helps students to develop professional and general cultural competencies. The educational process, based on the use of interactive methods in the teaching process, is organized on the basis of involving all students of the group in mastering the educational material. Joint activity means that during this exercise, each student shares his knowledge, ways of working, makes his individual contribution to solving the situation. By applying pedagogical technology methods in modern lessons, additional information (handouts, tests, problems, riddles, questions and answers, various crosswords, experiments, etc.) should cover the main topic during the lesson. At the end of the lesson, the students will have sufficient knowledge about the scientific information, the place in the field of science and technology development, as well as the encyclopedic scientists who lived in the past. They should also have information about their contributions to the development of this field. For this, it is necessary to use methods of pedagogical technology that are appropriate and convenient for the subject being taught in each lesson. In the implementation of this activity, high pedagogical skills are required from the teacher.

**Keywords.** Pedagogical technologies, education, new pedagogical technology, Olympiad, student

There are many active forms and methods of stimulating the educational activity of students in pedagogical activity. Active teaching methods are methods characterized by high involvement of students in the learning process, activation of their knowledge and creative activity in solving the tasks assigned to them. They include educational business games, seminars, the method of analyzing concrete situations, the method of projects, conducting Olympiads, etc. In our opinion, Olympiads as a way to stimulate students' learning and cognitive activity have not received enough attention in the literature [2]. Olympiad is a competition for students, in which participants are required to demonstrate knowledge and skills in the subjects being studied. If the independent preparation of students for Olympiads is controlled and guaranteed, it will be evaluated as an active method of teaching, and the work itself will have a research character.

The formation of competence in students, that is, the sum of their personal characteristics - knowledge, abilities, skills, experience, talent, value-semantic orientation, ensures their readiness to work in their specialty [1]. The previous requirements for the development of this feature set the task of organizing such education in higher education institutions, in which the student receives not only professional education, but also self-development, active learning and cognitive activity. strives to engage, discover and develop their abilities.

Participation in the Olympics stimulates the development of these qualities in students. Its importance is not only in the results, but also in the process itself, subjects are formed, imagination develops, spiritual culture and intelligence increase [2].

Despite the importance and advantages of Olympiads, to participate in it, teachers must find students themselves, information must be provided, and only if the student wants to participate, teacher-student cooperation occurs, they are free outside the educational process. they start preparing in time. Such a passive approach to the Olympics limits the opportunity to discover talented, creative students on a large scale. Based on this, it is important to activate the educational process by introducing the Olympiad form of education.

Olympiads help to organize the educational process better due to the following opportunities:

- exchange of experience between departments, individual teachers, development of relations between them;
- improving the qualifications of teachers;
- strengthening of communication between teachers and students;
- contribute to the development of student abilities;

- development of desire for knowledge, etc.

The creative educational environment of the Olympiad is a set of participants of the educational process, which relies on the basis of competitions aimed at collective learning of their activities and achieving creative, constructive success. This environment creates conditions for the development of creativity and professional skills of students.

Olympiad movement (as a form of educational organization) is an active creative activity based on collective and competitive education aimed at achieving educational goals of all participants of the educational process (teachers and students).

Olympiad activities included in the educational process of higher education institutions are based on the following principles:

1) interconnecting all components of the Olympic movement with the solution of the tasks of integrating education, science and production;

2) strict adherence to the scientific aspect in planning the activities of microgroups and independent participants of the Olympiad;

3) harmonizing the individual and collective forms of the participants, choosing independent educational tools based on the individual's creativity;

4) focus on the development of the student's readiness for independent education based on internal motivation and feeling of activity.

This form of educational organization, first of all, involves increasing attention to the independent activity and form of individual education of students who can successfully master the educational program of a certain direction in a short period of time.

The student goes through three successive levels of preparation to solve Olympiad problems, which implies:

- solving problems with a high level of complexity that require a deep understanding of the course being studied at the first level, a non-standard combination of existing knowledge, an analysis of the scope of subjectively available information and the determination of its sufficiency conditions;

- forming and solving situational tasks specific to the chosen subject at the second level;

- at the third level, to study professionally oriented situations and solve creative problems, which include independent formulation of the problem and its solution.

The main type of information process is directed, and information is presented to each student in separate parts according to his intellectual capabilities, which ensures the pace of individual development in the educational material. At the same time, a distributed type of information process is not excluded, in which all students are given assignments designed for a student of "average" ability, and individual characteristics are not taken into account.

The suspension of educational processes in the conditions of the pandemic gave impetus to the development of conducting the Olympiads online.

The International Online Olympiad of medical students, organized by higher education institutions, was held on the basis of several stages. During the Olympiad, test questions, situational problems, practical skills tasks were created through websites and delivered to Olympiad participants through links. Collective and individual application and use of well-designed picture and simple test tasks, methods of delivery of situational problems from the technical and theoretical aspect of the educational process serve to increase students' enthusiasm for learning.

Using the Olympic movement as one of the forms of quality organization of the educational process helps the students to acquire knowledge in a more systematic and deep way, to effectively form professional skills and their competences, and to prepare competitive specialists for creative professional activities in modern market conditions.

The Olympiad as a form of education increases learning activity, and our goal is to support this approach.

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# The Significance Of The Computer Simulation Method In Medical Education

Yusupova Rana Irkinovna  
Abdullaeva Sabakhon Azatovna

Uzbekistan State University of Physical Education and Sports  
Teacher of the Department of Anatomy and Physiology

**Abstract.** Today's task of education is to teach students to be able to work independently in the information-educational conditions that are improving day by day, to use the flow of information wisely. Comprehensive reforms in the structure of the educational system will be strengthened by teachers by mastering advanced pedagogical technologies and using them in the educational process. For this, pedagogues are required to learn and apply the technological approach to the educational process. With the wide development of advanced technologies, in recent years, new pedagogical clinical work-game technologies have been effectively used to optimize education in medical universities.

**Keywords.** Pedagogical technologies, computer, simulation education, new pedagogical technology

The use of interactive forms of training in the educational process helps students to develop professional and general cultural competencies. The educational process, based on the use of interactive methods in the teaching process, is organized on the basis of involving all students of the group in mastering the educational material. Joint activity means that during this exercise, each student shares his knowledge, ways of working, makes his individual contribution to solving the situation.

Teaching is organized individually, in pairs and in groups, it is carried out through role-playing games, project work, documents and working with various databases. Interactive methods are based on mutual joint action, student activity, group work experience, concrete, reconnection, in which the communication environment of education is formed, that is, openness, mutual integrity of participants, their equality, characterized by mutual summation of knowledge, evaluability and control.

Computer simulation is a type of interactive form of teaching.

Simulation involves involving students in a "fictitious, real-life" situation for learning or assessment, rather this teaching method refers to the process in action or ongoing.

Educational simulation is a completely redesigned system of rules, tasks and strategies for a specific purpose, the formation of special competence, that is, direct application to real life. is a script structure created for use.

The trend of modern development of medical education requires the use of simulation techniques that allow to achieve maximum realism in the simulation of various clinical scenarios. It also allows you to master some diagnostic and treatment manipulative technical skills.

In the first stage of the training, the situation is assessed, the existing equipment, the object and the goal are determined, and the instruction is given in the form of a small lecture.

The second stage is the process of simulation training, in which the team members directly perform patient care and carry out the necessary resuscitation actions. Required: all members of the team should feel the reality of the situation as much as possible.

The third stage is conclusion, analysis of results. In this case, it should not be forgotten that the simulation reflects only real life, and there will be no personal mistakes, but general mistakes of the team. At the end of the practical session, the teacher and students discuss the results of the practice, the students' level of knowledge is assessed, and the success of the session is recorded.

Computer simulation means modeling the learning process and step-by-step implementation of its solution on a computer. Simulation reflects some parts of the environment, which are used in cases where it is possible to study the existence in other ways: from the point of view of ethics, from the point of view of security, material and technical. Simulation helps visualize abstract concepts. Students understand the purpose of the studied situation, its parameters with the help of manipulation possibilities.