

DEVELOPMENT OF CREATIVITY OF PRIMARY SCHOOL STUDENTS THROUGH THE STEAM EDUCATIONAL APPROACH

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Abstract: *This article provides information about the STEAM educational approach and the development of creative abilities in elementary school students through technology and group activities.*

Key words: *STEAM, creativity, curiosity, learning, technology, club, mathematics, engineering.*

Scientific research is carried out in the world to improve the methodological preparation of primary school teachers for teaching technology, to focus on professions in the content of technology, to educate students' creativeness, creativity in lesson and extracurricular activities, to develop their interests in creating innovations. Special importance is attached to conducting scientific research on the organization of the educational process on the basis of robotics, modeling, constructivism, programming, 3D – design, e-learning resources for schoolchildren.

In modern conditions, the upbringing of a non-standard-minded creative, creative person comes to the fore. If the strength that has existed before is aimed at expanding the knowledge of students, today the main focus is on creating a lifestyle, changing it for the better, developing skills and abilities.

So, reading cannot only be a future professional activity and preparation for life, it should be both work and preparation for life at the same time, combined with production labor, various forms of communication. This means that the entire educational process should be directed towards the development of a person. Through the STEAM education approach, primary school students develop creativity, diligence, curiosity, and the ability to address the trait –attitude that is currently most important. Stem-the technology connecting education with real life-STEAM was developed in America, with the term STEAM being introduced to the school program for the first time in the United States, aimed at developing students' competencies in scientific and technical areas. Later, this direction was expanded and additional letters were introduced into the term. In particular, it began to be called STEAM by adding 'R'-robotics-robotics to it, or STEAM by adding 'a'-art-sa'nat.

Creative-refers to the concepts of creation, creator, creator, and gives the meanings of the ability to produce new ideas, creativity. As a result of the introduction of the STEAM educational approach to the educational process, the creation of an innovative economy in the future is the creation of the ground for the acquisition of the professions that uvhun

needs, and to represent the essence of creativity. The technology of STEAM education is aimed at developing children's comprehensions of scientific technical directions.

In education, the STEAM approach sets such tasks as moving from the classroom-lesson system to project activities in secondary schools, moving fundamental knowledge to functional knowledge, integration of Sciences through the process of actively applying them in practice, orientation to discovery if it is necessary to look for new ways to solve problems at the intersection. STEAM education programs pursue the interest of students ages 7-14 in continuing education. "Stemphication" begins in childhood, when the child is able to understand the sequence and probability of the dependence of processes even when he does not know how to walk.

Each completion of these features should be encouraged. A quality book can be a powerful springboard in bringing a child into STEM education. An important aspect here is that a book based on STEAM principles should not be confused with encyclopedic books.

- Books in the Science series come in handy when introducing children to the world of science, introducing them to the animal world, marine animals, plants, insects and nature. Such books will be able to give the child the necessary knowledge without noticing it. STEAM directs our children – future inventors, innovators and leaders-to do research like scientists, modeling like technologists, designing like engineers, creating like artists, analytical thinking like mathematicians, and thinking like children.

For many years, traditional tutoring has been one of the main forms of Education keldi. An' a traditional lesson is an educational model consisting of a topic designed for a certain period, the educational process of which is more focused on the personality of the teacher.

In conclusion, on the basis of the STEAM educational approach, educators in the development of creativeness of Primary School students, provide knowledge about STEAM education, its content in the lesson, in extracurricular activities (robotics clubs, art clubs), develop it.

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