

TEACHING COMPUTER ANIMATION TO STUDENTS THROUGH AN ELECTRONIC LEARNING PLATFORM

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Annotatsiya. Хозирги кунда замон талаби ўқитувчилар учун энг қисқа вақт ичида таълимнинг янги шакллари ўзлаштиришлари ва юқори сифатли онлайн дарсларни ўтказишга имкон берадиган воситаларни топишлари керак эди. Core платформаси таълим маконида мураккаб интерактив ўқув бирликларини яратишнинг оптимал вариантларини тақлиф қиладиган самарали электрон таълим муҳитидан биридир.

Таянч сўзлар: электрон тизим, таълим платформаси, интерфаол дарслар, электрон контент, ахборот блоки, тескари алоқа.

Аннотация. В настоящее время требование времени заключалось в том, чтобы учителя как можно быстрее осваивали новые формы обучения и находили инструменты, которые позволили бы проводить качественные онлайн-уроки. Платформа Core — одна из самых эффективных сред электронного обучения, предлагающая оптимальные возможности для создания сложных интерактивных учебных блоков в учебном пространстве.

Ключевые слова: электронная система, обучающая платформа, интерактивные уроки, электронный контент, информационный блок, обратная связь.

Abstract. At present, the demand of the time was for teachers to master new forms of education as quickly as possible and find tools that would allow them to conduct high-quality online lessons. The Core platform is one of the most powerful e-learning environments, offering the best possible way to create complex interactive learning units in a learning space.

Key words: electronic system, learning platform, interactive lessons, electronic content, information block, feedback.

Today, the need of the hour is for teachers to master new forms of education in the shortest possible time, using the information and communication technologies, advanced and innovative forms and methods of teaching and upbringing, which are provided in the Law of the Republic of Uzbekistan “On Education” of September 23, 2020. they needed to find tools that would allow them to deliver quality online classes[1]. The Core platform is one of the effective e-learning environments that offer optimal options for creating complex interactive learning units in the educational space. [4].

CoreApp is an online educational content and knowledge testing platform powered by feedback and e-journals. This constructor was created as part of the “National Open School” project. With its help, the teacher can create interactive lessons, interactive worksheets, that is, we get an effective tool for organizing distance and mixed education[3]. CoreApp helps teachers:

Reducing the time of preparation for classes;
Introduction of modern educational formats;
Develop interactive online lessons, quizzes and self-test exercises for any device;

Automate the review of homework, pieces and tests;
Get methodological support from a team of progressive teachers.

Using the CoreApp platform, I can create a database of my lessons, which are stored in the cloud. Due to lack of time, I cannot organize all my thoughts about the structure of the lesson and filling it with didactic material. It takes me a long time to find the material I need from my countless records. This makes teaching computer animation in higher education much easier.

To create a lesson, enter the teacher's personal account, open the "Lessons / Olympics" (Уроки/Олимпиады) tab, click the (+) button. After that, a list will appear. If we want to create a simple lesson, "Lesson" (Урок) is selected, if we want to create a test case, "Control" (Контрольная/ДЗ) is selected.

After the lesson is created, it is always saved in the teacher's personal account.

Folders are needed to organize space. For example, lessons are organized by class, subject, etc.

If you encounter technical difficulties during the work process, you can always contact the CORE Help Center. To do this, we will do it with the help of the placement instructions icon in the lower right corner of our personal account.

There are several fields on the lesson editing page: on the left, icons indicating types of electronic content (elements), didactic material (sheet) in the center of the page, lesson settings menu for managing the created didactic material[2].

When creating a lesson, you may need to replace embedded elements or pages. For this, an element of moving objects was implemented.

There are ready-made pedagogical templates to make the lesson creation process even easier. Create a lesson in CORE (Sozdat urok) and it offers them as soon as you click it.

Templates determine the structure of the lesson - all that remains is to fill the blocks with content. When working with templates, you can change their content and structure: add, repeat, delete elements as you wish. How to use constructor elements can be found in the "Communication Elements" guide[2].

The experience of the listener is the main source of learning. The template assesses experience, knowledge, and understanding of concepts at the start of the online course and gathers the expectations of the trainees.

The foundation of any online course is information. Use this template to communicate clearly and check your understanding immediately.

The CORE educational platform has an unlimited number of courses, users and tutors, integration of chatbots, mail, AmoCRM, Zoom, training tracking and now the ability to create a unique design for an online school.

Information blocks include: text, add pictures, open question, classification, questions with self-checking, fill in the blanks, dialogue trainer, survey and similar elements[5].

There is also a feedback element, which is implemented using the “Review” (Prohojdeniya) element when providing feedback to students, responding to a question posed to students or a submitted document.

The student has the opportunity to work with the information provided by this table when entering the educational platform.

Using these contents, the teaching of computer animation is more effective, and the use of CORE, a simple and understandable educational platform for independent work of students, gives positive results.

References

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