

USING STEAM TECHNOLOGIES TO INTRODUCE NATURE TO PRESCHOOL CHILDREN

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Abstract. *This article analyzes the pedagogical possibilities and effectiveness of using STEAM technologies in the process of introducing preschool children to nature. It is highlighted that classes organized on the basis of STEAM technology serve to develop creative thinking, independent research, ecological culture and scientific thinking in children. The article examines the theoretical and practical aspects of using innovative technologies in the preschool education system based on the scientific views of Uzbek pedagogical scientists .*

Keywords: *STEAM technology, preschool education, nature with introduction, ecological education, innovation pedagogy, creative thinking.*

Introduction. Education to the field attention further reinforced one at the time modern pedagogical to technologies priority importance Today 's day education the most main innovative method and promising technology This is STEAM technology. Many education in organizations of education quality efficiency increase using STEAM technology for the purpose targeted using is coming. Education recipients for received knowledge in practice try vision, experiences transfer in the purpose laboratories and LEGO centers is being created.

STEAM technology education complicated what is seen with him/her separately seeing if we are simple, understandable and clear that it is our vision possible.

To the point education STEAM technology in organizations based on of education organization to be completed in the future child's innovative research independent accordingly done increase to get motivation It will be.

Which areas let's not success win for requires knowledge and exactly STEAM technology this to the goal in reaching help give This method exactly theory and practice together take to go opportunity gives and to knowledge to base on, from knowledge appropriate use , independent to success achieve , own from the possibilities enjoyment opportunity STEAM technology all education in organizations activity done increase opportunity giver innovative is technology.

This technology in education of use purpose activity in the process modern information communication from technologies used without, children scientific potential increase and technician to creativity attraction to do opportunity with intellectual ability, creativity development.

Research Methodology: Preschool aged the children nature with STEAM technologies in the introduction efficiency definition. Nature with introduction there is methods learning. STEAM based new training system working exit.

Research methods: Observation; conversation; experiment; comparison; diagnostic tests through the children every compensation our development possible.

Conclusion as so to speak, before school aged the children nature with using STEAM technologies in the introduction use education efficiency noticeable at the level increases. This technology children's knowledge to take process interesting, creative and practical to activity y - oriented in a way organization to reach help gives.

For this reason preschool education STEAM technologies in the system wide current to educate, educators this methodology based on preparation and nature to study aimed at innovative exercises organization to grow important importance has.

Recommendations: To nature related in training experience and practical activity multiplication; integration of STEAM elements (experimental, construction, art) to do ; children independent observation and to the conclusion Encouragement. STEAM labs or mini- centers organization Modern didactic tools with provide. Digital technologies with integration from strengthening consists of.

Results. Preschool education system children's every one-sided in development important stage Especially before school. young during in children to the environment curiosity, observation and knowledge to take was need is formed. Therefore the children nature with introduction process pedagogical of activity important from directions one is considered.

Current on the day education in the system innovative pedagogical technologies application necessity increasing Modern education from the approaches one STEAM technology children's knowledge to take process further effective and interesting organization to reach opportunity creates. STEAM technology interdisciplinary to integration based in children scientific thinking, problematic situations solution to do ability and creative thinking to develop service does. Therefore preschool education in organizations this technology application current from issues one STEAM technology is theoretical basics

STEAM technology English in the language from the initials of the following fields of study organization found:

Science
Technology
Engineering
Art – art
Mathematics

This approach education process integrated without organization to reach in mind This is in children knowledge separately sciences as not, maybe each other related without to master help gives.

STEAM technology preschool education and school aged the children in upbringing the most comfortable is a program. In the program to children known one order, known one standards by designating not allowed. Only the child himself independent freely, based on, itself having done seeing to the result to reach, to feel, to think, to perceive arrived to perform need to be to principles. This educational program L.S.Vygotsky's " Correct organization done education - child "scientific" leads to development development principles based program. In the STEAM program preschool education in organizations special experience that is laboratory rooms organization and the children innocent to education attraction to reach, activity during their innovative research and intellectual abilities develop important importance has.

Preschool education based on the STEAM program in organizations organization attainable all in activities child's activity important is considered. In the STEAM program somehow one idea, how one concept and thoughts of the mind development for basis be The child cannot. in practice himself/herself support, result himself witness to be, more precisely as in other words feeling fulfilled vision necessary. Because in activity manipulation and integrated real modern environment and her information and communication part, and they with together take to the point experiments the child to education attraction will and interest This increases own in turn quality and efficiency improves. In the STEAM program children with experiments organization in the process of always children's young aspects in consideration to be taken in operation every one processes from the ordinary to the complex looking at organization to be This is necessary. on principle action If only it were done, for the sake of the child. hardship does not cause, easy, convenient, interesting, most the main thing to the child independent accordingly experiments done increase opportunity gives.

STEAM technology in education success from that STEAM education is to the recipient existence understood, understood knowledge in practice implementation can to get, experiences transfer, received as a result to be proud, to feel, to be new aspiration, research potential These skills in the future to children various in matters, creative in activity, obstacles face when it comes, general when receiving vital problems solution in the process of help gives.

STEAM education, children in the activity instead, via STEAM children attainable results about saying Let's go. This education done in the increase assistant main also touching on the tools Let's go.

1. Friedrich Froebel's didactic system
2. Live and lifeless nature with experience transfer
3. LEGO - construction, construction
4. Mathematician imaginations formative tools
5. Robotics
6. Multistudio

This counting passed tools white education processes interesting, enjoyable, most important to the child own opportunities open to give, around from around received to their knowledge relying on experiments take to go, to see, to feel, to think, to result achieve and enjoyment feeling gives.

STEAM technology for ages 3 to 11 children's knowledge and skills formation, intellectual potential improvement, research ability to practice develop, create for experience STEM technology of the program purpose children's knowledge activity in the process intellectual abilities develop and scientific and technological to creativity attraction to do.

The program development expected results. As the child grows older, his peers with each other in their relationship activates, interest with manifestation be begins, questions give begins, to his comrades and to oneself, as a result impact their relationship installs. Children by nature watch to do, to experience to do, live nature, natural science, mathematics and other from the fields elementary ideas active accordingly to form In the STEAM program, every child one-sided intelligent, planning, choosing abilities manifestation be begins.

Different at events own knowledge and skills relying on oneself decisions acceptance to do, various in activity that is game, communication, educational and research in their activities independence manifestation can they start.

STEAM program efficiency further reinforcement for the purpose education in organizations the children to education, to inventions directly attraction provider special experience rooms, clubs, intellectual potential further increasing creative competitions, games, every one activity information communicative technologies based on take to go through children's abilities determination and develop important importance profession will reach.

From Uzbekistan pedagogical scientist O. Tolipova to the mind according to STEAM technology in children independent thinking, analysis to do and problems solution to do abilities in development effective method is considered.

Also, the teacher scientist L.Bobomurodova STEAM approach in children research activity to develop service to do emphasizes. His in my opinion, this technology through children knowledge practical activity in the process they absorb.

Preschool aged the children nature with introduction pedagogical importance. Nature with introduction in children ecological culture in formation important role plays. This process in children to nature relatively caution and responsibility feeling develops.

Pedagogue scientists R.A.Mavlonova, N.H.Rakhmonkulova and K.O.Matanazarova stated that before school aged children nature events observation, experience transfer and practical activity through knowledge effective they absorb.

Nature with introduction through in children following adjectives develops: observation, thinking and analysis to do ability, ecological culture, creativity, nature relatively love feelings absorption.

Therefore preschool education in the process nature to study aimed at training important place Nature using STEAM technologies in learning use methods. Experiments organization to grow important importance has.

STEAM technology main from the elements one experience transfer is considered.

Preschool aged children for simple experiments organization to grow through nature events explanation possible. For example: plants growth observation, water evaporation study, soil types comparison. This process in children scientific thinking develops. Game activity through study.

Preschool aged children for play main activity type STEAM technology based on organization done games children's knowledge to take process further interesting does.

For example: nature from the elements models making, ecological games, constructor using models create. Such activity in children creative thinking develops.

Discussion. In STEAM technology project activity important place Children small projects through nature events For example: "Let's create a mini garden", "Water characteristics", "Animals world". "These projects in children independent search skills shapes.

Art with integration of STEAM technology important in terms of one art with integration children: from leaves composition creation, nature landscapes drawing, natural from materials hand labor items preparation, through nature further deeper they learn.

STEAM technologies advantages. Preschool STEAM technologies in education application following to the results take comes: In children creative thinking develops,

independent thinking formed, problematic situations solution to do skill develops, practical activity through knowledge strengthened, ecological culture also, STEAM technology in children in the team work, communication to do and cooperation also develops skills.

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