

## WAYS OF USING STEAM TECHNOLOGIES IN MODERN PRE-SCHOOL EDUCATIONAL ORGANIZATIONS

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### ABSTRACT

introduction of STEAM educational technology into the field of preschool education, teaching as an elective subject not only to specialists working in the preschool education system, but also to students of higher education institutions studying in this field. Students studying in higher education institutions are learning using STEAM educational technology, changing their views on education. Educators, pedagogues, students and their parents (legal representatives) of preschool educational organizations can use STEAM technology based on the needs of education. The process and status of using STEAM technology in the world educational experience is analyzed.

**Keywords:** STEAM, creativity, training, cognitive, game method, teaching technology, activity, developmental environment, STEAM pedagogues, creative thinking, aesthetic pleasure, intellectual ability.

The characteristic of preschool age is that it is during this period that general development is ensured, as a result of which the foundation is created for the acquisition of any social knowledge, skills, skills and various forms of activity in the future.

STEAM is current in the day the world education system the most main tradition was \_ innovative methods one is considered One than STEAM abbreviation very complicated it seems, but him separately who sees if we simple and sure that it is let's see possible, that is: S – science, T – technology, E – engineering, A – art, M – mathematics or natural sciences, technology, engineering art, creativity, mathematics. Simple the word with so to speak, modern in the world the most a lot Demand being carried out are sciences. None It's not a secret to anyone that there are a lot of people in science networks big to achievements reach for absorbable different in the fields of knowledge integration Demand will be done. Before school STEAM technology in education science from teaching goal:

➤ to students before school age of children each bilaterally intellectual in terms of in education different activities content integration to do to teach

➤ STEAM education technology before school in education apply normative - methodological the basics to teach

➤ STEAM education technology before school in education to apply according to foreign experiences to teach

➤ integrated training organize reach

➤ before school education STEAM education in organizations technology practical to apply methods about knowledge and data to give

Before school STEAM technology in education of science mission - STEAM education to students technology use methods teaching, STEAM education technology education in the process in application different different activities integration, before school age Children's first research to the activity preparation duties performs.

Exactly so problems solution STEAM technology in making help gives This is the methodology education mixed in the round take to go and occupied theoretical knowledge diary in life apply get skills to form possibility gives STEAM it is before school education in the organization and from school outside project and education and research activities done increase opportunity giver innovative technology. This method using sciences separately in networks not but integrated without, general dependence showing is taught. Sciences diary life with dependence from showing besides, technology of children showing creativity to give can. This approach of children to the activity one how much tasks present that's enough, guys them solution in making creativity manifestation to do learns. Such tasks using children ideas not only thinking will find, maybe them diary in his life done also learns to increase. So, guys own activities forward placed duties and there is possibilities within solution to do learns

STEAM is in the kids the following important features and skills to develop help gives:

❖ Problems wide comprehensive to understand

❖ Creative thinking

❖ Engineering approach

❖ Critical thinking

❖ Scientific methods to understand and to apply

❖ Design the basics understand

This is the approach in the future in children vital problems solution in reaching help gives. Today's a day STEAM - education in the world main from trends one as is developing and practical the approach in application five the field the only one study to the scheme to integrate based on Such of education conditions his continuity and of children in groups mutually communication to do ability development being, in this children thoughts collect and thoughts exchange can.

That's why for, main education to the program the following : lego-technologies, children studies such as makes sense thinking development modules enters. The STEAM approach because of children nature understand the world regularly they learn and that's it with interests, engineering thinking style, critical from situations exit ability, collective the work ability development and leadership, himself manifestation to do the basics learn, own in turn, children development fundamentally new level provides.

To himself confidence formation. In this approach children own hands with created bridge and roads, planes and cars to work down, water under and the air by "developing" its structures, testing passing, har trip they are to the goal approaching they go Good the result the "product" that he did not give repeatedly test passing and improving they go As a result all problems himself solution to do, to the goal reach children for inspiration, victory and joy take will come Har one g'alaba, their own abilities more trust wakes up. Active communication and collective work organize to reach teaches. STEAM programs are also active communication and group be to work to teach with separate stands. Discussion stage children thought to report not to be afraid they learn Activities in the process children in a frontal way table around does not stop, their own designs based "products". test passes and develops. Activity in the process children everyone time cooperation which provides in the team educators and their friends with communication to do are busy with.

Technician sciences according to interests development. Before school and start drinking school STEAM education at the age of task of interest development for initial conditions is to create. Children for nature sciences and technical sciences according to, did work good to see, to be interested development for is the basis. STEAM - kids for very interesting and dynamic of children to their boredom hindrance does.

This directions modern in the world the most famous being coming is a system. That's why for today's STEAM system per day main from trends one as is developing. STEAM education direction \_ and practical the approach apply as well as all five the field the only one education to the system integration based on

STEAM is in America work developed \_ Some schools of graduates talents attention take and science, technology, engineering and mathematics such as sciences to combine decision they did and the STEM system that's it way was formed. (Science, technology, engineering and mathematics). Later on this joined by Art and now to the end of STEAM was formed. Teachers this topics, more precisely i this from the sciences knowledge in the future of children high qualified expert being to reach help they believe that it will give.

Raising children of preschool age has its own characteristics. When starting to work with preschool children, the teacher should know that the level of formation of

children is not enough for them to independently complete many tasks that arise during their activities (play, productive, speech, etc.). Independence gradually develops in a preschool child under the guidance of a teacher. The sixth year of life is important in preparing a preschool child for school.

Currently, in the pedagogical literature, it is recommended to use the initial configuration of conscious control, which increases children's work capacity, develops mental abilities and interests, forms the components of concentration, voluntary memory and imagination, in teaching children.

STEAM is our diary in our lives innovations education to the system by entering gives Research According to STEAM education system through in the child creativity, diligence, curiosity and present in the day the most important has been feature - the problem solution ability to do (problem-solving skills). is formed. Uzbekistan STEAM education in the Republic system state education to the system input according to last 2 years during one series affairs done is increasing. But private before school education in organizations of this opportunity easier if so, general education STEAM education system system in input one series problems presence is emphasized. December 2019 in the month People education Ministry in China being at the past Shanghai International STEAM Education Expo (STEAMEX). participation did STEAM education in Uzbekistan system common people to education application reach US specialist in the field attraction done From him except President Sh. Mirziyoyev initiatives with in our country organize done the president STEAM education in schools system through education is given Modern studies STEAM system school education \_ to the system about that it was with , him the most small from childhood to school from the period starting from application reach important that emphasizes. Your child the most small from his age from the STEAM system take enter importance, success is the root. In fact STEAM thinking since childhood begins. Baby walking didn't know during the process connection, sequence and probability understand takes. This features each bilaterally passion \_ it is necessary Before school education STEAM system in the system according to activity diary the work plan based on take going it is necessary.

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