



THE MECHANISM OF UNDERSTANDING AND STATEMENT OF SKILL IN THE EDUCATIONAL PROCESS

Khuramova Farangiz Uchkun kizi

Jizzakh Polytechnic Institute

Article history:	Abstract:
Received: 4 th June 2022	Man thinks in images. We say "house" - the image of the house pops up in my head. The letters are already from an unimaginative system of symbols. It is a translator for our brain. If you find a direct path to the language of the brain, ignoring the letters, you can increase the effectiveness of learning.
Accepted: 4 th July 2022	
Published: 6 th August 2022	
Keywords: Intensity, self-development, perception, reproduction	

To memorize any information, it will be more efficient to encode it from a non-figurative system of symbols into a figurative one. This determines the relevance of the study of the mechanism of understanding.

Definitions, as a rule, have the structure $X=Y\{\text{characteristics}\}$, where Y is a subset of the set X. Having compiled the definitions in a figurative system of symbols, it is necessary to bring them to a high potential. High potential implies the maximum playback speed at the moment. Perception and reproduction are two different processes. Active playback is the best way to keep information in memory. Mathematics is a "skill" subject. In addition to definitions, there are a lot of mechanical skills. Setting a skill is based on three components: isolation, intensity, quick feedback.

Isolation means solving only one type of problem at a given time. Intensity - solving problems at the maximum speed of the student. It is important for the learner to quickly get quick feedback on their actions. Following these three principles will allow you to put any skill in the shortest possible time. To keep information in memory, it is necessary to actively repeat it for 4–7 days, bringing the information to a high potential with each repetition. The main task of a teacher of additional mathematical education is to develop students' interest in solving mathematical problems, to identify and develop mathematical talent, taking into account the age characteristics of students. One of the key tasks of pedagogical activity is the interaction of a teacher with students, providing them with direct assistance in developing their own life position, searching for directions and opportunities in their educational activities, which in practice would provide more opportunities for self-actualization, self-development and self-realization. We are talking about understanding the basis of the educational process in the form of mobilizing intellectual, cognitive, volitional efforts, stimulating internal forces. This requires certain changes in the nature of education: cognitive activity, independent acquisition and, especially, the application of acquired knowledge become a priority for the individual. This implies the most important goal of student education - the development of competencies to organize self-educational activities. Many scientists rightly believe that, despite the flexibility and greater individualization of self-education, it cannot be regarded as a spontaneous process. The main means of preparing a person for self-education is an educational process based on a student-centered approach that ensures the achievement of a high level of formed knowledge, skills, abilities and motives through educational and pedagogical interaction between teachers and students. The content of the concept of "interaction" can be defined as the establishment of intersubjective, interpersonal mutually agreed communication. The purpose of educational and pedagogical interaction is the establishment of personal understanding on a certain range of problems and tasks. Thus, educational and pedagogical interaction can be considered as a system of mutually consistent activities of subjects of education, when the activities of one subject determine the logic of the activities of another.

LIST OF USED LITERATURE

1. Discovering Computers 2016. Tools, Apps, Devices, and the Impact of Technology. 691 pg.
2. Richard L. Halterman Fundamentals of C++ Programming. Copyright © 2008– 2016. All rights reserved. 634 pg.
3. Хурамова, Ф. У. (2020). Проблемы внедрения новых технологий в Узбекистане. *Матрица научного познания*, (3), 57-60.