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Research Article

EDUCATIONAL PROJECT AND ITS ESSENCE

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ABSTRACT

This article analyzes the educational project and its content, types, and design approaches.

In the context of globalization, education occupies an important place in the formation of qualities inherent in the comprehensive upbringing of the individual, perfect and competent specialist in it. Today's fast-paced era also presupposes the creation of the necessary conditions for arming students in the short term and with reasonable data, for the thorough assimilation of the foundations of various disciplines by them.

KEYWORDS

Author's methods, project, design, educational project, design approaches, educational telecommunications project, Project method, stages of educational project activities.

INTRODUCTION

Today, the world is at the height of the search for ideas, the creative imagination and the support for the use of the styles of intellectual weapons of its development. Nowadays, there are many types of such styles.

We cite the general characteristics of the styles that are among the most well-known in the world and are

currently widely used in the system of education and training, the search for new ideas, creative imagination and the intellectual weapons of its development [1; 13 p.] (See Table 1):

The main results and findings

Table 1.

Authorship styles

№	Style	Invented		Author
		State	Year	
1.	Diagram Pareto	Italy	1897	V.Pareto
2.	Catalogue	Germany	1926	F.Kunse
3.	Morphological analysis	USA	1942	F.Svikki
4.	Synectica	USA	1944	V.Gordon
5.	Control questions	USA	1945	Dj.Poya
6.	Step-by-step analysis	Russia	1950	Y.Sobolev
7.	Isikavi style	Japan	1952	Kaoru Isikawi
8.	Organization of concepts	GDR	1953	F.Khazen
9.	Control questions	USA	1954	R.Crawford
10.	Invention matrices	USA	1954	A.Mol
11.	Discovery algorithm	Russia	1956	G.Altshuller
12.	Mental attack	USA	1957	A.Osborn
13.	Focal objects	USA	1958	Ch.Whiting
14.	Delphi	USA	1950-1960	Olaf Helmer, Norman Dalkey N.Rescher
15.	Solution-oriented	Russia	1961	N.Sereda
16.	Engineering-price analysis	USA	1961	L.Miles
17.	Control questions	USA	1964	A.Osborn
18.	Seven - time search	USA	1964	G.Bush
19.	Rational construction	USA	1966	R.McGrory
20.	Functional design	Great Britain	1966	E.Metchett
21.	Delphi	USA	1966	O.Helmer
22.	Complex solution of problems	Czechoslovakia	1967	S.Vit
23.	Psychoheuristic programming	Russia	1968	V.Chavchanidze
24.	Control questions	Great Britain	1969	T.Eyloart
25.	Zinama-zina approach to the solution	USA	1969	A.Fraser
26.	Using the heuristic methods library	Russia	1969	A.Polovinkin
27.	Functional invention	Great Britain	1970	Team of authors
28.	Convention of ideas	GDR	1970	V.Gilde, K.Štarke
29.	Systematic heuristics	GDR	1970	M.Müller
30.	Canoe model	Japan	1970	Noriaki Kano
31.	Creatikan	France	1970	M.Dimor, X.Ebert
32.	Consumer price based consumption analysis	Germany	1971	K.Thomas
33.	Search by decimal matrices	Russia	1972	R.Povileyko
34.	Systematic-logical approach to solving invention issues	Russia	1972	V.Shubin

35.	The style of necklaces of coincidences and assassinations	Russia	1972	G.Bush
36.	Integrated"Metra	France	1972	N.Buven
37.	Berk eliminate situations	Great Britain	1972	Dj.Jones
38.	Systems transformation	Great Britain	1972	Dj.Jones
39.	Bichmarking	USA	1972	
40.	Structured analysis	Russia	1973	G.Altshuller
41.	Modeling" with little people"	Russia	1974	G.Altshuller
42.	Fiklshsh's six hats	USA	1974	T.Gollway

The methods of searching for new ideas described above are divided into three groups:

1. Methods of psychological activation of thinking.
2. Systematized tracking styles.
3. Directed tracking styles [1; 18-19 P.].

Methods of psychological activation of thinking can include mental attack, reverse mental attack, shadow mental attack, Kemal Council, focal object style, synthetics, analogies methods, RVs opera, Conference of ideas, small human beings, necklace of assassinations and metaphorical six hats, coaching styles.

A list of control questions, morphological analysis, functional analysis, Metchett functional, focal objects, necklace of associations and metaphors, multifaceted sequential grading, synthesis of optimal forms, and systematic economy, including structural and elementary solutions, can include five types of why and other similar styles.

Directed tracking styles include R.The introduction of techniques such as the functional-physical style of Keller sought-after constructivism, the theory of solving Jody issues (TRIZ-IMEN).

Six Sigma, seven weapons of quality management, AVS analysis, cost-effective production, control sheet, Delphi, scattered diagram, kinship diagram, relationship diagram, Pareto diagram, histograms, Isikavi diagrams, control maps, Matrix, Kano Model, outsourcing, parallel engineering development, spread out, error protection, policy outcome analysis, AVS benchmarking, Taguti, Policy Analysis, AVS benchmarking, Taguti, stretch diagram, it is possible to include stretch maps and other similar styles.

The project is a practical activity, the purpose of which is to find new solutions developed as a package of documents. The search process is a sequence of opposite actions, and processes, which in turn involves the use of certain methods. The complexity of the project process (as well as other creative activities), and non-standard design (life) situations require knowledge of various methods and the ability to master them [3].

Design is the process of determining the architecture, components, interfaces and other characteristics of a system or part of it. The result of the design project is a complete set of models, features or features described in a form suitable for the implementation of the system.

Design requirements along with analysis are a large-stage part of the system life cycle called System

definition. The results of this stage are input data for the implementation stage of the system. System design aims to present a system in a purposeful, principled, and purposeful manner; it involves evaluation and decision-making on the choice of system components that meet its architecture and established constraints.

There is a strong tendency to view architectural and detailed design as separate activities; attempts are being made to identify them as separate practices, but these types of design are largely interconnected. Compared to "traditional" design solutions,

architectural solutions are considered more abstract, conceptual and global; they focus on the highest-level structures of the system. Extensive design is defined as the process of expanding the initial project (architecture) to the point where, in turn, it is fully ready to detail and implement the project [5].

There are the following approaches to design:

functional design;

optimal design;

systematic design (see Table 2):

Table 2.
Design approaches

№	Design approaches	The essence of design approaches
1.	Functional design	In systems used by any engineering object, it serves to perform one or another function, in other words, the function is primary and the object is secondary. So, the main task of the car is to transport goods and people, the main task of the pen is to leave an ink mark on the surface (paper, etc.), act as a book written information carrier, etc.
2.	Optimal design	Functional design is the most general approach to describing systems. The boundary conditions, the necessary inputs and outputs are determined, and a detailed list of executable functions or operas is compiled. In functional design, the structure is synthesized, the main parameters of the object and its components (elements) are determined, the efficiency and quality indicators of the processes of activity are assessed. The result of the design is, as a rule, basic, functional, kinematic, algorithmic schemes and accompanying documents
3.	Systematic design	The design process should always take into account the interests of all major stakeholders (stakeholders): customers, developers, manufacturers, vendors, consumers, utilizers, etc. Each of the interested parties seeks to satisfy their needs, some of which can come into conflict. For example, from the point of view of the interests of various parties involved, a car should simultaneously have high speed and motor power, low cost, convenience, environmental friendliness, be technological in production, technically comfortable, easy to dispose of, ETC.

In a broad sense, design is the creation of a primary description that allows you to create an object that

does not yet exist for certain specified conditions. From Latin, the word "projectus" translates as "thrown

forward". Textual records, computations and table drawings are used for descriptions that can be translated into a real object in the future, while algorithms are used to represent a sequence of Conditional Actions. In general, after detailed calculations, additions and optimizations, the description of the object becomes the basis for the implementation of the idea [6].

Project method-processes (methods, processes, algorithms, rules, studies) are used to implement project characteristics, carry out Project Technical Activities, and solve actions and project problems [7].

Today, the educational process also focuses on the preparation of various educational projects by students. So what is the training project itself? How is the process of preparing educational projects?

A training project is a joint educational, cognitive, creative or gaming activity of co-educational learners who have a common goal, agreed methods and methods of activity aimed at achieving a common result in solving a problem relevant to the project participants. It is the main form of Organization of cognitive activity of learners within the framework of the project method [8].

Educational telecommunications project, on the other hand, has a common goal, is organized based on information and communication technology resources

(for example, the Internet), students-partners are aimed at achieving a common result for joint education, knowledge creative, game activities, agreed methods, methods of activity and solving any problem that is important for project participants. An example of such a project is the interdisciplinary (foreign language+Informatics) "telecommunications project".

The training project provides for:

- 1) the method of organizing independent educational activities aimed at the search for problems, research and solving of requirements, formalizing the result (solution) in the form of a product;
- 2) educational action tool aimed at solving practical tasks based on theoretical knowledge;
- 3) a didactic tool aimed at developing, educating, educating, enriching knowledge, strengthening and shaping skills.

The concept of "educational project activity" is also used in the use of Project Education Technologies in educational practice [2; p.110].

Educational project activity is a set of actions that are consistently carried out by the educational person to achieve the educational goal or solve a problem or problem situation. The educational project activities of students are organized at certain stages (see Figure 1):

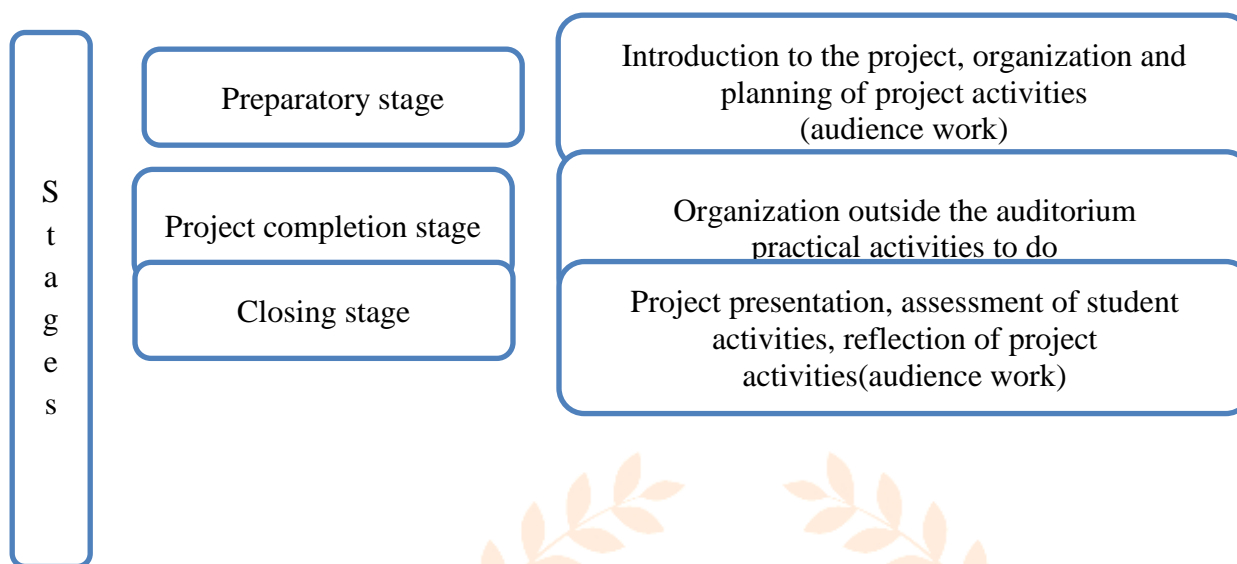


Figure 1. Stages of student educational project activities

The preparation of educational projects on various topics by students on the basis of a couple, small groups or a team takes place at the following stages:

- 1) project concept development
- 2) Organization of project activities;
- 3) planning project activities;
- 4) Solution of project tasks;
- 5) project (product) formalization;
- 6) Preparation of the report;
- 7) preparation of presentation;
- 8) project presentation, protection and evaluation;
- 9) reflection;
- 10) filing a report [2; p.111.].

a student or group of students. The stages of creating projects include:

- choosing a problem;
- goal setting;
- setting goals;
- information education;
- formation of creative groups (on request);
- internal group or individual work;
- internal group discussion;
- collective presentation [9].

According to the preparation of educational projects by the content of activities, field of knowledge (subjects), they are distinguished as follows (see Table 3:

A study project is an independent, detailed solution to a problem of a research, creative or practical nature by

Table 3.
Training projects

№	Training projects	Ўқув лойиҳа турлари
1.	According to the content of the activity	Types of educational project Informational projects Research projects
2.	According to the field (fields) of science	Practical projects Mono project (a project carried out in one area of knowledge, science) A project that is carried out in several areas of knowledge, science)

Each training project will belong to a specific type according to its purpose and expected result (see table 1.4):

Table 1.4.
Types of educational project

№	Training projects	Ўқув лойиҳаларнинг мазмуни	Ўқув лойиҳанинг натижаси
1.	Informational projects	Collecting information on the problem, analyzing them, generalizing, elucidating the essence, describing methods and means of solving the problem, justifying their importance	
2.	Research projects	Implementation of the study, justification of the problem explanation on the basis of the study, justification of new problems for further development	
3.	Practical projects	Development of methods and means of solving the problem	

Training projects are specific task, the result of which will be the preparation of a simple product (m: preparation of a technological map, some model, let's say, the creation of a designer model. However, it

should also be noted that on the basis of the concept of "project" there is not always an understanding of any product on which the result of practical actions is prepared. Because within the framework of the

project, it is necessary to create a product on the basis of creating ideas of a theoretical, practical and methodological nature.

An important place in the preparation of educational projects is occupied by the practice teacher. It is charged with a number of duties. They are:

setting a specific topic, problem for the project work;

production of project assignments;

inclusion of project work in the study schedule;

preliminary development of the model of the project process, adaptation of assignments to the capabilities of students;

introducing students to project work;

keeping their practical activities in check [2; p.112].

The internship teacher must first prepare the following materials and documents:

projects;

description of tasks related to the project;

reference questions regarding data collection;

information covering training targets [2; p.112].

In the project, the logic of activity is carried out in the sequence of stages:

presentation of the project by the teacher (name, topic, issue);

self-Statement of purpose and objectives;

organizing groups;

distribution of roles in groups;

method selection;

planning;

actually its implementation;

results presentation [2; 112 P.].

CONCLUSION

It can be carried out by the training project at the following stages:

Stage 1-work on the project. The shortest, but most importantly. The teacher is interested in the topic of the project, describes the problem, focuses on the problem, places, proposes, one or another angle of consideration of the topic forms the problem. A number of small problems are distinguished from the problem as a whole, as a result of which the goals and objectives of the project are determined.

Stage 2-organization, identification of activities when it is necessary to ensure the division into groups, goals and objectives of each group and each member groups. At this stage, the project task on which it is planned to work will be solved.

Stage 3-implementation of activities. The teacher is a "little Observer". Children need to be taught what they need in advance: for example, Interview Questions to write, conduct a survey, process survey results, chemical, biological and other research. When children do not have enough knowledge, it's time to present new material. "The hand should be on the pulse" - impossible let the activity take its own half!

4 presentation stage-the completion of the work, Analysis, self-assessment and evaluation, as well as the demonstration of the results are carried out. What learners prepare during presentation preparation is called the product of project activities (drawings,

posters, slideshows, videos, website, newspaper, Almanac, costumes, etc.) [4].

Showing the main result of working on the main project-activity analysis and presentation how to solve the project problem. For example, it is not enough to show a concert, it is necessary to explain how the children came to it, why they chose it. Modern life imposes high basic requirements on specialists, such as understanding and adapting to the processes taking place, communication, working in a team and critical thinking, decision-making, and the ability to achieve results.

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