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## The use of New Pedagogical Technologies in Composition Lessons

**Temirov Murodjon Anvarovich**

Teacher of the department of “Art and engineering graphics”, Andijan State University

**Sobirov Shokirjon Muhammadjonovich**

Teacher at the Andijan Regional Specialized School of Arts, Department of Cultural and Educational Activities

### Annotation

The composition of the lessons is devoted to the topic of product-based learning using new pedagogical technologies, the content of which fully describes the purpose, means, subject and subject of work and its practical significance. The development of labor activity and sustainable directions of composition, pedagogical foundations of teaching science based on pedagogical technology are described.

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It is known that in the visual arts there are such genres as painting, graphics, sculpture and folk art, and composition is important in all these types and genres. Composition is also the foundation of any fine art. The word composition comes from the Latin word *compositio* - to compare parts of objects, connect them in a certain order, create, describe, compose in accordance with the idea.



E-mail address: [editor@centralasianstudies.org](mailto:editor@centralasianstudies.org)

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With composition, the artist enhances the impact of the content on the audience through lines, shapes, colors, and other means. It ties the elements together and creates space. Each piece of art has a specific composition. After all, composition is an important task in creating a work, which is solved by the first graininess.

There are rules, tools, and techniques for composing. There is also a subject called Composition, which teaches the tools and techniques of composition in detail.

In the visual arts, there are three main types of composition. They consist of a frontal composition, a volumetric composition, a deep space composition.

1. Frontal composition. In this case, the image is processed on a flat surface. These can be paintings, relief sculptures or building facades.

2. Size composition. These compounds are three-dimensional gases that can be observed from all directions. They are mainly found in round sculptures, works of applied art, models of architectural buildings.

3. Deep spatial composition. Such compositions are more common in the design of the interiors of residential and public buildings, in particular, in the interiors of residential buildings, foyers of public places, theaters, etc.



Painting also plays an important role in the visual arts. This is due to the fact that many tasks of the visual arts, in particular, the development of artistic taste, thinking and humor in people, the expansion of the worldview, the development of perception skills of the fine arts, form the basis of a pictorial composition.

"Methods of teaching the visual arts" involves increasing the effectiveness of the teacher to achieve the level of thorough knowledge and mastery of teaching methods of teaching the visual arts of student

"Methods of teaching the fine arts" generalizes the theory of positive work, tested in practice as a scientific discipline in pedagogy, and provides teaching methods that give effective results in educational and pedagogical practice. The methodology is mainly based on the results of research in the field of pedagogy, psychology, art history and describes the principles of teaching the visual arts. At the same time, it defines new modern methods of teaching the younger generation.

An analysis of pedagogical technologies developed by educational scientists, requirements for the process of teaching the fine arts in general education schools, didactic games in the implementation of

goals and objectives, modular learning, collaborative learning indicates the need to use single technologies.

The word “technology” comes from the Greek “Texnos” - a word for profession and science, which means “craft science”.

Greek (Greek Ellēniká [lini'ka]) - the first stage in the history of Greek - mil. average. From the 14th to the 12th century BC. The tongue (still dead) was used from the 1st to the 4th century; the ancient language of the Greeks (see also Greek).

The goal of modern teaching technologies is to provide a wide range of knowledge and skills in a short period of time, taking into account the capabilities of your students.

One of the important features of pedagogical technology is that it does not teach students, but focuses them on the independent acquisition of knowledge and skills. In this case, the teacher's task is to guide students in independent work. The effectiveness of pedagogical technology will mainly focus on equipping students with appropriate teaching materials.

Methodology, method - actually means to know, to learn, a research path, a creative method, a pedagogical method, meaning. In pedagogy, teaching methods are various methods used by teachers in the process of artistic education of students in the acquisition of knowledge, skills and professional abilities, the development of their creative abilities and the formation of a worldview.

The methodology teaches the use of various methods of teaching the visual arts by studying the content and characteristics of pedagogical methods of working with students in the educational process:

The use of modern methods of interactive, pedagogical, innovative and information technologies, differentiated learning, modular learning, didactic game learning, problem learning in the educational process is growing day by day. One of the reasons is that while traditional education has this. While students are taught to receive only ready-made knowledge, modern technologies allow them to find, independently study and analyze their knowledge, even teach them to draw their own conclusions. In this process, the teacher creates conditions for the development, formation, acquisition and training of students, and also acts as a manager, guide.

Interactive methods are a way of thinking in a team, that is, methods of pedagogical influence are an integral part of the learning content. The peculiarity of these methods is that they can only be implemented in the interaction of teachers and students.

Innovation is the introduction of something new. Innovative technology is a novelty in the pedagogical process of making changes in the activities of teachers and students, the implementation of which is based on the full use of interactive methods. The features of this collaboration process are as follows:

- make the student be indifferent during the lesson, think independently, be creative;
- ensure the constant interest of students in knowledge in the learning process;
- development of students' interest in knowledge, an independent creative approach to each issue;
- organization of joint activities of teachers and students.

Educational technology is defined as the use of TV, computer, distance learning or various methods that only relate to information technology and are harmful to use in the learning process.

The main basis of pedagogical technology lies in the fact that the achievement of the expected result of the set goal depends on the technology chosen by the teacher and the student, that is, it is used in the

learning process to achieve an effective result from the intended goal. Each technology is the basis of the educational process, which consists of the joint activity of a teacher and a student, a positive result, independent thinking, creative work, research, analysis and conclusion.

Pedagogical technology in the learning process is an individual process, which is a goal-oriented, pre-designed and effective pedagogical process based on the needs of the student.

The art teacher must plan and plan the future lesson process to anticipate each lesson. It is important to design the future lesson process because the lesson flow chart is based on each topic, the subject taught for each lesson, the nature of the subject, the students' capabilities and needs. To create such a technological map, the teacher needs to know art pedagogy, art psychology, private methodology, pedagogical and information technologies, as well as know the methods and techniques.

The variety and enjoyment of each lesson depends on a well-thought-out lesson design card.

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Didactic gaming technologies. The use of didactic game technologies in fine arts lessons can increase the effectiveness of the lesson. It is well known that lessons in which cognitive activity of your student is combined with play are called didactic play lessons.

There are different types of didactic play lessons such as subject, creative, business, conference and play exercises.

Modular learning technology. The use of modular learning technologies in the teaching of the fine arts is essential. A distinctive feature of the modular learning technology is the division of the topic studied in the lesson into logically completed modules and the development of a modular program based on it.

The module program is a tool for managing the student's learning activity in this lesson, which gives the didactic purpose of the module program, the tasks to be performed by the students and instructions for their implementation.

Collaborative learning technology. The collaborative learning technology allows for group teaching, teaching in small groups, as well as the use of the "saw" or "zigzag" methods (E. Aronson), "joint reading" methods:

1. When using the group teaching methodology (R. Slavin), students are divided into two equal groups. Both are doing the same task in a group. The team members work together to complete the learning objectives, with a focus on each student mastering the knowledge, skills and competencies presented in the topic.

One of the authors of the collaborative learning technology R. Slavin noted that it is not enough to teach students to complete tasks together. Real cooperation of students is associated with the joy of the success of each student, a sense of sincere support for each other, the creation of a favorable socio-psychological environment. In this technology, when determining the quality of assimilation of knowledge by your student, the result of daily assimilation by each student is compared with the previously obtained result, and not with each other.

Only then will students realize that the results they have achieved during the lesson will benefit the group, feel responsible, and strive to do more to master the knowledge.

A creative research methodology of collaborative learning technology. Collaborative learning technology is a method of organizing creative research in small groups. This method was developed in 1976 by Tel Aviv University professor Sh. Developed by Sharan. This method focuses more on the independent and creative work of your students.

Students conduct creative research individually or in small groups of 6. When creative exploration is organized in small groups, the teaching material taught in the lesson is divided into small sections. Then assignments for these sections are assigned to each student. Thus, each student contributes to the completion of the common task.

Pai is a strong connective tissue structure. The shape and length (tape or plate) are different; muscles are attached to bones with the help of P. .. Strength or elasticity of P. depends on the connective tissue from which it is formed. NS.

The problem is discussed in small groups. Group members prepare a report together and announce the results of their creative search to the students in the class. Competition in learning between small groups is the result of independent work of the student collective.

The successes achieved through collaboration allow each student in the class to work regularly and actively mentally, bringing together small groups and the class team as a whole to apply previously acquired knowledge, skills and abilities in new and unexpected situations. Llab sets the stage for the acquisition of new knowledge.

In particular, we can see the subject of the task in the composition area through the "San" technology.

San technology (trinity - effective, ethical, careful)

The purpose of the technology: to develop students' skills in individual, team and group work, creative and organizational activities, a responsible approach to work, decorative skills.

Training schedule:

The teacher introduces the students to the rules of the lesson and divides the students into groups of 3 people.

offers .;

In small groups, students make up a composition lesson.

- 1) Work on a sketch of a thematic still life composition.
- 2) Work on a sketch of a landscape composition.
- 3) Work on a sketch of a portrait composition. Each member of the group chooses cards with themes written on the table.

Tasks can be:

- Development of a still life composition on the theme of a school desktop, a still life on the theme of summer treats, a still life composition on the theme of cooking dinner with the participation of household items;





Autumn landscape, my village, thematic composition in construction;



- Student portrait, composition work on the theme of people I love, autumn theme.
- Small groups have 60 minutes to prepare a theme outline and prepare for a presentation, with the remaining hours to work and complete. When the preparation time is over, the presentation will begin. During the presentation, students will present, justify and defend their options in a group creative group. At the end of the presentation, a general discussion begins.

During the discussion, the students identify the requirements for the topic of their sketches, and the teacher or a specially formed creative group fixes the ideas and proposals expressed by the students in a special notebook.

- Improving the quality of education through the use of these technologies in the field of fine arts in pedagogical universities remains a modern requirement. The science of drawing and composition not only develops the general knowledge of students, but also provides them with excellent theoretical and practical skills. Provides an opportunity to enrich your terminological knowledge in this area.

Based on my many years of experience, in order to make the most of these opportunities in painting and composition lessons, it is necessary to pay special attention to the interesting structure of the subject content.

- Also, effective forms and methods of introducing modern innovations in teaching the traditions of a teacher and a student in the educational process of a teacher of painting and composition are being developed and improved.

In a word, the area of study of students for training using innovative educational technologies when teaching the module "Painting and Composition" in the subject "Painting and Composition" in the selection and organization of talented students in higher educational institutions Based on a theoretical database In accordance with the requirements of the state educational standard for the development of assignments and presentations for practical exercises that will help students master the subject, prepared taking into account independent thinking, craving for knowledge and the real capabilities of gifted students.

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