EXTRACURRICULAR ACTIVITIES AND THEIR TYPES IN HIGH SCHOOLS

O.Q.Dehqonova[1], N.A.Taylanov[2]
[1]Fergana State University, Fergana, Uzbekistan, [2]Jizzakh State Pedagogical Institute, Jizzakh, Uzbekistan
e-mail: taylanov@yandex.ru

Abstract.*In this work we consider the problem of extracurricular activities and their types - it is the creation of the necessary conditions for the socialization of the child's personality by the teacher through the organization of various extracurricular activities for schoolchildren. Main goal is to correct the gaps in the knowledge and skills acquired by students in computer science in a timely manner, to achieve quality and efficiency of education.*

Key words: *teaching technologies, interdisciplinary, educational disciplines, learning problems, graphics, animation, video, and audio.*

Extracurricular activities and their types - it is the creation of the necessary conditions for the socialization of the child's personality by the teacher through the organization of various extracurricular activities for schoolchildren. Its main goal is to correct the gaps in the knowledge and skills acquired by students in computer science in a timely manner, to achieve quality and efficiency of education [1].

In recent years, the emergence of new areas of information processing technologies of practical importance in the field of informatics, in particular, multimedia, hypertext, Internet, cloud technology, has further increased the interest of students in computer science. Informatics teacher from informatics *Extracurricular activities can be conducted* individually, in small groups, with the whole class.

Types of extracurricular activities.

- Organization of club activities;
- Meetings with industry volunteers, labor veterans;
- Organizing a discussion night ;
- Working with gifted children ;
- Test nights ;

Planning extracurricular activities. The planning of extracurricular activities in computer science is included in the teacher's work program, personal work plans, which serves to motivate and motivate students who miss classes and can not master them.

Designing extracurricular activities in computer science. Designing the work of the circle. Extracurricular activities are one of the ways for students to spend their free time productively, to work individually with gifted children and to help children with special needs to improve their upbringing and mastery of science. is to organize circle sessions.

As young people become more interested in computers, it is easier to involve children in computer science clubs than in other disciplines. The effective use of computers and its capabilities in all areas allows to attract children interested in various fields to computer clubs.

The computer room should be equipped with sufficient software to organize clubs. For example, SoudForge for music lovers, Corel Draw and Photoshop for art lovers, AutoCAD for children with architectural skills, etc. are among them.

Clubs organized by the teacher should first of all be appropriate for the age and interests of the children. It is possible to organize several circles in computer science aimed at learning programming languages, creating web pages, creating presentation slides, learning computer secrets in general and improving literacy.

The direction of the circles is "Young programmer" for learners of Basic, Pascal, Visual Basic, Delphi programming languages or only one of them, "Young Informatics" for mixed learners of computer programs. Computer Literacy, Fun Computer Science, Multimedia and Animation, Young Multipliers, and Web Design.

For designing the circle work identifies the knowledge that students need to know, the skills that they can perform;

- determines the purpose, content of the circle;
- selects members of the circle according to their interests;
- determines the day of the circle;
- keeps a journal for club members and keeps track of students and topics being studied;
- reports on the activities of the club at the end of the year.

Young Informatics " circle in the upper grades of secondary school .

At the stage of preparation (research) , the knowledge of the members of the circle determines the concepts and goals that they need to be able to perform. Members of the Young Informatics Club should know during the club:

- ✓ what a computer is, how it works, what basic and hardware it has;
- ✓ computer programs and what is their difference from each other;
- ✓ what is a text editor, what works in it;
- ✓ create presentations, slide shows, animation, music and other effects on slides;
- ✓ draw a picture, edit it
- ✓ Create files, folders in Microsoft MS, edit them.

Skills that members of the Young Informatics Club should be <u>able to perform</u> during the club :

- be able to work with the main and additional devices of the computer;
- draw, edit pictures using office programs;
- Power point create a presentation using the capabilities of the program, including slide shows, animation, music and other effects on slides;
- Enter text in MS Word text editor, edit them: save, delete, copy, print, send, etc .;
- Microsoft MS can create files, folders, edit them, and more.

Objectives of the *Young Informatics* Circle [2] :

a *) educational purpose:*

~ Encourage students to learn about computer science;

~ work on them: training in the methods and means of receiving, processing, transmitting;

~ formation of knowledge, skills and abilities to work in computer office programs;

~ to help students develop knowledge and skills relevant to general education;

~ to teach students to apply their knowledge in practice.

b) educational purpose:

~ organization, cleanliness, discipline in students;

~ a culture of working in small groups, interacting, communicating;

~ careful use of the property of the educational institution;

formation of knowledge and skills of a healthy lifestyle.

c) *developmental goal;*

to develop in students a creative and rational approach to solving a problem, memory, attention, observation, abstract and logical thinking.

1. At the stage of project preparation (design) determines the content of the circle, selects participants, determines the day of the circle, hangs on the bulletin board.

2. Order to determine the content of the circle , the topics of the circle to be taught are planned thematically

The teacher selects the members of the class *according to their interests.* For example,

- Defines the day of the circle; The circle starts at 2.30pm every Thursday.
- Implementation of the project, the work of the circle during the implementation phase will be carried out on a certain day of each week, according to the developed content

At the end of the year reports on the activities of the club. The report should reflect when the club started, its purpose, content, participants, their assessments, the activities of the club, the achievements and shortcomings in the work, the general conclusions.

Conclusion

It is important to create conditions for creative approach to students in practical work, to create a creative environment in the circle, to help each student to discover their personal abilities, capabilities and qualities and to direct them to contribute to the development of oeducation. At the conclusion and recommendation stage, the teacher identifies the strengths and weaknesses of the circle work, the work that needs to be done in the future, and makes recommendations as needed.

References

1. O. Q. Dehqonova, N.A.Taylanov, The mathematical concepts in practical trainings on physics at secondary schools, Journal of Physics and Technology Education. V. 4 № 4 (2021).

2. A. N. Urazov, N.A. Taylanov, The study of environmental protection in secondary schools, Journal of Physics and Technology Education.

3. U. M. Farmonov, N. A. Taylanov, "Physics learning for non-physical specialists in high school system," Mental Enlightenment Scientific-Methodological Journal: V. 1, 22, 2022, https://uzjournals.edu.uz/tziuj/vol2022/iss1/22