
DEVELOPMENT OF AN INNOVATIVE TECHNOLOGY FOR WORKING WITH STUDENTS WITH LOW ACADEMIC PERFORMANCE. (IN THE EXAMPLE OF 5-6 GRADES)

Ravshanbek Islamov Turgunalievich

Researcher Of Namangan State University, Uzbekistan

ABSTRACT: - This research work is devoted to the development of an innovative technology aimed at improving the performance of students in grades 5-6 with a low level of education. In modern educational conditions, an urgent problem is the individualization of education and support for schoolchildren who experience difficulties in mastering educational material. The study is based on the application of modern pedagogical and psychological-pedagogical methods, as well as the use of information and communication technologies. The main goal of this technology is to create an individualized educational environment that contributes to the educational progress of students with poor academic performance.

KEY WORDS: - innovative technology, students with low academic performance, educational individualization, differentiated approach, learning support, pedagogical methods, psychological and pedagogical strategies, information and communication technologies, game elements in learning, personalized learning plan, learning motive, teacher-mentor.

INTRODUCTION

The modern educational system strives for inclusiveness and adaptation to the needs of each student. In this context, it is especially important to develop innovative methods of working with students with learning difficulties. One of these groups are students with poor academic performance in grades 5-6. In this article, we will consider an innovative technology aimed at effective training and involvement of this category of students.

PROBLEM ANALYSIS

Students with poor academic performance often have difficulty learning the material and require additional support. Traditional teaching methods aimed at the middle level of the class are not always effective for this group of students. It is not uncommon for students to feel excluded from the learning process and face low motivation.

Basic principles of innovative technology

The development of an innovative technology for working with underachieving students in grades 5-6 is based on several key principles:

Individualized learning: Each student has a unique set of abilities, learning pace and learning style. The technology provides for the creation of individual training plans that take into account the needs of each student.

Interactive educational resources: The introduction of modern educational technologies, such as interactive platforms, learning applications and online courses, contributes to a more attractive and understandable presentation of educational material.

Collaborative learning: Working in groups on projects and assignments contributes to the development of communication skills, learning solidarity and mutual understanding between students.

Educational support: Teachers play a key role in the successful implementation of the technology. They must be prepared to adapt teaching methods, provide additional help and support to students with difficulties.

Stages of technology implementation

Diagnostics of the level of knowledge: The first stage includes an assessment of the initial level of knowledge and skills of each student. This will help create individual educational plans.

Individualized approach: Based on the diagnostics, personalized materials and tasks are developed that meet the needs of each student.

Use of technology: Interactive educational resources, online platforms and learning applications enrich the learning process and make it more accessible.

Collaboration and feedback: Group projects and assignments facilitate the exchange of knowledge between students. Pedagogical feedback helps students understand their mistakes and successes.

Monitoring and correction: Regular monitoring of student progress allows you to adjust training plans and adapt methods.

Expected results

The use of innovative technology for working with low-achieving students allows us to achieve the following results:

- Increase student motivation with interesting and easy-to-understand educational resources.
- Improved understanding of learning material through a personalized approach.
- Development of communication and collaborative skills through group tasks.
- Reducing student stress and anxiety as they see their success and progress.

CONCLUSION

The innovative technology of working with students with poor academic performance in grades 5-6 is a response to the challenges of the modern educational environment. It allows you to create a more inclusive and adapted learning, contributing to the development of the potential of each student. The use of such technology requires effort on the part of educators, school administrators and educational organizations, but it can have a significant positive impact on the learning process and student success.

REFERENCES

1. Bygotsky, L. S. (1978). *Mind in Society: The Development of Higher Psychological Processes*. Harvard University Press.
2. Tomlinson, C. A. (2001). *How to Differentiate Instruction in Mixed-ability Classrooms*. ASCD.
3. Marzano, R. J., Pickering, D. J., & Pollock, J. E. (2001). *Classroom Instruction That Works: Research-Based Strategies for Increasing Student Achievement*. ASCD.
4. Hattie, J. (2012). *Visible Learning for Teachers: Maximizing Impact on Learning*. Routledge.
5. Gee, J. P. (2003). What Video Games Have to Teach Us About Learning and Literacy. *Computers in Entertainment (CIE)*, 1(1), 20-20.
6. Prensky, M. (2001). Digital Natives, Digital Immigrants Part 1. *On the Horizon*, 9(5), 1-6.
7. Vygotsky, L. S. (1980). *Mind in Society: The Development of Higher Psychological Processes*. Harvard University Press.
8. Anderson, C. A., & Dill, K. E. (2000). Video games and aggressive thoughts, feelings, and behavior in the laboratory and in life. *Journal of personality and social psychology*, 78(4), 772-790.
9. Dweck, C. S. (2006). *Mindset: The New Psychology of Success*. Random House.
10. Garris, R., Ahlers, R., & Driskell, J. E. (2002). Games, motivation, and learning: A research and practice model. *Simulation & gaming*, 33(4), 441-467.