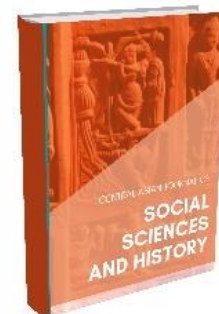




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The Organization is Professional "Kurash" and has a Pedagogical and Technological Basis

Rakhmonova G.

Associate professor, Karshi state university, Uzbekistan

Abstract:

To organize and conduct Kurash classes based on pedagogical technologies, it is necessary to achieve the integrity of educational processes in terms of the structure and content, forms and content of educational activities, that is, to design the educational process in advance, re-develop the project after analyzing the results.

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The organization and conduct of "Kurash" lessons based on pedagogical technologies is based on the fulfillment of the tasks assigned to it, as well as ensuring the effectiveness of the training.

The pedagogical technology method is based on systematic technological approaches. The system is a holistic structure consisting of parts.

The lesson "Kurash" is considered as the basis and foundation of pedagogical technology as a holistic moving integral socio-pedagogical event, which is expressed in the following.

Didactic tasks - the purpose and content of "Kurash" classes.

Pedagogical technology - the process of the lesson "Kurash", a coach, organizational forms of wrestling.

The goal of education is objective, it is formed from the material and spiritual needs of each society, and is generally expressed in state documents as a social order. The goal of education has the characteristic of creating a certain system. All links of the pedagogical system depend on the goal of the Kurash lesson and serve to achieve it. The purpose of the formation of a person, "Kurash"ist determines the content of education (program, curriculum, textbooks).

The essence of pedagogical technology in the lessons on "Kurash" is as follows:

First, it is the early design of the educational process, and then re-design the project together with the students in the class. This issue can be solved by applying the concepts of "Didactic task" and "Educational technology".

Secondly, if in traditional pedagogy methodological developments are created by a teacher to conduct a lesson, then pedagogical technology offers the "Kurash" player to develop a project of the educational process that describes the forms and content of educational and cognitive activity.

Thirdly, an important feature of pedagogical technology is the process of goal formation. In pedagogical technology, the definition of a pedagogical goal is the main problem, which involves the diagnostic expression of the goal, an objective assessment of the quality of knowledge assimilation. Finally, the integrity of educational processes in terms of structure and content is an important principle for the development and implementation of pedagogical technologies. It is necessary to achieve the principle of integrity, as well as the interaction of all elements of the future pedagogical system for each type of education (during a quarter, semester, academic year, as well as during the academic period).

If, for example, one element of the pedagogical system changes its purpose, then its other parts (content, forms, processes) also change.

The system of pedagogical technologies is a set of methods and techniques used in the process of teaching and learning, taking into account the interaction of human potential and technical means, taking into account the interaction of human potential and technical means to facilitate educational forms based on technological approaches.

The development of such techniques and methods is the task of the theory and methodology of pedagogical technology.

So, pedagogical technology is a method of wrestling "Kurash", in a certain sense, a set of learning processes, means, forms and methods. The selection of educational materials, their processing and changing the shape and size, depending on the strength of the athletes and the characteristics of their assimilation, are related to pedagogical technology. Pedagogical technology is a system for the development and improvement of educational processes, the content of "Kurash" classes, methods and means, based on the objective patterns of wrestling training, diagnostic purposes.

The definition and description of the processes of pedagogical practice is as follows:

- to determine in advance the tasks to be solved in future activities;
- determination of the content of education (curriculum, curriculum, textbooks) at each level of education;
- to determine the degree of compatibility of the training load with the strength of the athlete and the pace of mastering "Kurash" wrestlers;
- preparation of forms and means of training "Kurash" (teaching aids, technical teaching aids);
- preparation of additional situational texts and tests for inclusion in the content of the subject in order to implement the motivational component of the educational process;
- general and special physical training of "Kurash" wrestlers;

- preparation of tests in accordance with the regulations for an objective assessment of the training system aimed at mastering technical and tactical movements, that is, the quality of the athlete's assimilation of knowledge, skills and qualifications;
- planning the tasks assigned to the athlete during the lesson and after the lesson, the development of the structure of independent training are also the tasks of pedagogical technology.

The theory and practice of pedagogical technology in Kurash classes is based on the following laws and principles:

- ✓ integrity and unity of the educational process in terms of structure and content;
- ✓ optimization of the educational process: creation of a comfortable environment, minimum time and effort, achievement of a high result;
- ✓ modernity: the introduction of scientifically based didactic innovations, new methods into pedagogical practice, constant updating and modernization of the content of education;
- ✓ scientific: the use of new forms and means, active methods, didactic materials in Kurash classes, continuous research, research;
- ✓ organization of activity of "Kurash" players and trainers.
- ✓ thorough knowledge of the purpose and content of training, determination of the level of compatibility of many technical means and the speed of assimilation by an athlete;
- ✓ have a good command of techniques and means, general and special physical fitness, be fluent in technical and tactical actions;
- ✓ interest and ambitions of an athlete;
- ✓ acceleration of the process of training in "Kurash";
- ✓ development and widespread use of didactic materials that increase the efficiency of the use of information technologies and technical means;
- ✓ unbiased and objective evaluation of the results: testing method, rating system, control over the process of acquiring knowledge and skills of an athlete, automation of evaluation;
- ✓ compatibility of activities with nature;
- ✓ show high results in competitions.

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