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OPPORTUNITIES AND PEDAGOGICAL IMPORTANCE OF USING E-INFORMATION EDUCATIONAL RESOURCES IN EDUCATION

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Abstract
This article covers information about the advantages and pedagogical factors of creating electronic educational resources. With the help of electronic information education resources, students will have the opportunity to perform practical tasks and further strengthen their theoretical knowledge. One of the main goals of creating electronic information educational resource for users is to find content and develop knowledge about the basics of modern Information Technology in the students. Electronic information education resources are to improve the quality of the educational process, to relieve teacher Labor, to increase the level of knowledge of the students, to open a wide way for the use of computer techniques in the educational process.

Keywords: information, education, resource, educational literature, essence, practical, assignment, theoretical, knowledge.

INTRODUCTION

The main purpose of reforms in the field of education is to introduce new pedagogical and information technologies into the educational process, improve the effectiveness of education, improve its content, serve the socio-economic, scientific and educational development of society. From this point of view, great attention is paid to the work on updating the educational content, improving the level of quality, providing educational institutions with visual weapons and computer tools.
Opening up a wide path towards modern knowledge, increasing productivity from new information technologies in improving education has become today's demand. Day by

day, significant changes are taking place in the educational system of our republic. In the educational system, such concepts as distance learning, internet, intranet, Electronic communication, electronic libraries, information resource centers, e-entrepreneurship are widely used every day.

METHOD

E-learning literature is a resource capable of aggregating, describing, updating, storing, presenting and controlling information in an interactive way on the basis of modern information technologies.

E-information resources education is a comprehensive and effective source of educational materials and scientific information for the application of computer technology-based learning methods, independent education and science.

RESULTS AND DISCUSSIONS

It is noted that the form of electronic educational literature "the Congress of the creation of new generations of educational literature for the system of continuing education" should be as follows:

- educational and scientific materials only in verbal (text) form;
- educational materials verbal (text) and in two-dimensional graphic form;
- multimedia (multi-information environment) applications, that is, information in the form of three-dimensional graphics, sound, video, animation, and partly in the form of a verbal (text);
- it has a tactile (perceptible, perceptible) feature, it is expressed in the form that the reader penetrates into the real world where his stereo copies are depicted in the world of computer screens and creates his imagination in relation to the objects in it.

Electronic information in a given field is not enough of the educational resources or the educational literature itself written in this field to create its computer variant. The electronic information education resources to be created should make it as easy as possible to understand a specific science, to know and remember the essence of the content, to cover its complex areas with the help of examples and issues in place, to ensure that students are connected with the adoption of words, sounds and images. With the help of electronic information resources, students should be able to perform practical tasks and have the opportunity to further strengthen their knowledge of the market.

In creating electronic information educational resources, it is desirable to adhere to the following:

1. It is necessary to divide the educational material into separate modules in accordance with the essence of the subject, so that their sequence creates the opportunity to fully master the science.
2. Electronic materials placed in modules should reveal the essence of the basic concepts.
3. Each module must have placeholders through hyperbole with other modules. This, in turn, should be able to provide the reader with an easy transition from one module to another (and sideways or forward).
4. All modules must be able to be managed by the user. In particular, the reader should have such opportunities as self-examination, independent work, increase or decrease the complexity of the issues, while the teacher should have such opportunities as verification, change the level of complexity of the tasks, ask questions and check the answer.
5. Each part or module of the subject under study must be logically complete, that is, it must consist of the theoretical part, Control questions related to its mastering, life examples, assignments for independent work, questions on the module and specific answers to them, control work, systems of obtaining and explaining help.
6. The electronic information education resource must meet the requirements of its user, that is, it must be able to take advantage of the various possibilities of the electronic textbook in terms of the extent to which it will study the subject.
7. Although the reader is not provided for in the lesson, it is necessary that the computer has the opportunity to use different capabilities of another, for example, calculation, spelling.
8. Electronic textbooks belonging to a particular field have such qualities as merging among themselves, dividing into parts, adding a new subject or data, retrieving data or filling it with new data. This makes it possible to quickly change them depending on the time.

Visibility in electronic information education resources is higher than in printed textbooks. Electronic information is provided in educational resources through the use of multimedia technologies such as visualizations, animations, sounds, hyper junctions, video graphs, etc. Electronic information education provides the versatility, multi-level and diversity of resources Test assignments and tests. Electronic

information education resources provide an opportunity to give all assignments and tests interactive and orderly to the educator. During an ambiguous answer, it is possible to achieve a clear answer through explanations and explanations.

The impact of technology on children and education was enormous, which led to the development of mobile applications in this area. Children and adolescents now have their own smartphones and other similar electronic devices built-in. But the introduction of mobile applications for education was profitable. Now the reader can get the desired information from anywhere, at his fingertips. Reading, in fact, is a continuous process, and the focus has now completely gone to eLearning. With smartphones and training programs focused on a variety of features, students can learn what they want and take the time to understand different things, because everything is simply pressed.

The popularity of mobile games would be desirable if it served human thinking. Usually such games are based on mathematics and mental arithmetic. Of course, logical games will need more artificial intelligence algorithms. The reason is repetitive arrays, if necessary, are also used from the database.

In order to achieve greater visibility of electronic information from educational resources, visualization scenarios will be developed to maximally clear the screen from textual information and to facilitate the understanding of the materials being studied, as well as visualization of texts, that is, computer-aided visualization of created scenarios with pictures, graphics and animations will be carried out. In this process the creation of electronic information education resource will end and the preparation for its use will begin. In the preparation of electronic information for the use of educational resources, sometimes some changes or corrections can be made to its structural and Multimedia organizing limits.

The content of the work carried out in the process of preparing electronic information education resources for use can be as follows:

- Testing electronic information education resources.
- Write a methodical guide on the use of electronic information education resources.
- Development of methodological supply.
- Preparation of the contents of the necessary documents for the official registration of the electronic information educational resource to the state patent Office of the Republic.

- Electronics education resource official registration of the Republic of Uzbekistan state patent Office.
- Commissioning.
- Electronic information in general science has a sufficient volume of labor of educational resource creation technologies and includes the following stages.
- To determine the aims and objectives of electronic textbook creation.
- Development of the structure of electronic information education resources.
- Develop content on the modules and topics of the resource.
- Preparation of separate structure scenes of electronic information education resources.
- Programming.
- Testing.
- Analysis and improvement of e-Information Education Resource Management on test results.
- Preparation of a methodical manual for use.

The establishment of E-information education resource structure in general education disciplines on the basis of a modular system facilitates the achievement of the goal. The modular structure of electronic information education resources is based on modular technology used in traditional teaching system, modular structure of textbooks and teaching aids. Modules are autonomous instructional material that is made up of parts of content and metadata. There may be cross-links between modules to form a modular textbook management system.

In the creation of electronic information educational resources, first of all, it is necessary to determine its structural structure, the order of determining the educational material, the development of the content of modules, the creation of the main content base of the textbook to be created.

We will dwell on the pedagogical factors of creating an E-information educational resource for secondary schools, therefore, the course has a wide range of opportunities for the development of a harmonious generation. The course develops the reader's appreciation, logical thinking, purposefulness forms the qualities of resourcefulness. One of the main goals of creating electronic information educational resource for schoolchildren is the content and development of knowledge about the basics of modern Information Technology in the students.

The State Educational Standard (SES) laid the foundation for the requirements for knowledge, skills and qualifications that school students must possess in creating electronic information educational resource. Therefore, in the creation of electronic information educational resource on the course, the formation of the scientific worldview of students on information processing; formation of the skills and qualifications of students in practical work with computers; providing students with knowledge about information technologies and formation of skills and qualifications in working with them; to acquaint the students with the technologies of solving problems in the computer, to form a clear idea of its main stages; to formulate the skills of the students on the basis of knowledge of basic algorithmic structures, algorithmization and programming; to be able to determine the composition, functions of the software of the computer and the possibilities of their application in place; it is envisaged that the new information technologies will create an impression on the importance of social and economic development of our society and its positive impact on various aspects of human activity.

CONCLUSION

Electronic information education as an aid to the teacher in the organization of education on the basis of resource, textbooks are given on each lesson. The teacher can effectively organize the lessons using it. In particular, the purpose of each lesson, the task, the equipment of the lesson, the methods of organizing the lesson, the new terms and concepts that students should learn, as well as additional materials for use in the lesson are given. One of the advantages of electronic information education resources from printed textbooks is that it is intended for independent education, creative thinking, comprehensive deepening of educational materials and scientific information through the formation of qualifications and skills based on modern information technologies. Alternatively, electronic information education is preferred over traditional educational literature in terms of the fact that resources are concentrated in scientific knowledge, rich in visuals, that is, they use different animations, taking into account the age and physiologic characteristics of the educators.

Electronic information education resources provide a wide way to improve the quality of the educational process, relieve teacher labor, increase the level of knowledge of students, the use of computer techniques in the educational process.

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