

METHODOLOGY FOR SHAPING THE CREATIVE IMAGINATION OF STUDENTS OF A SMALL SCHOOL AGE THROUGH DESIGN TECHNOLOGIES

Sanakulov Khamrakul Rizakulovich

Tashkent University of Applied Sciences

"Theory and methodology of primary education"

head of Department

Annotation: this article will cover the methodology for shaping the creative imagination of students of a small school age through design technologies. Through the use of Design Thinking (design thinking) steps, the study is based on the methodology of forming students' skills to identify a problem, create an idea, prototype development and provide a creative solution. This methodology serves to develop technological competencies in students, engage in creative activities and support independent creative research.

Keywords: junior school age students, creative imagination, design technologies, creative thinking, visual design, STEAM, project activities, innovative techniques, design thinking (design thinking), technological competence, graphic design tools, digital image, creative activities.

Аннотация: В данной статье освещается Методика формирования творческого воображения младших школьников с помощью технологий проектирования. В исследовании обосновывается методика формирования у учащихся навыков определения проблемы, генерации идеи, разработки прототипа и представления творческого решения с помощью этапов дизайн-мышления (design thinking). Данная методика служит развитию у учащихся технологических компетенций, вовлечению в творческую деятельность и поддержке самостоятельных творческих поисков.

Ключевые слова: младшие школьники, творческое воображение, дизайнерские технологии, креативное мышление, визуальный дизайн, STEAM, проектная деятельность, инновационные методы, дизайнерское мышление (design thinking), технологическая компетентность, инструменты графического дизайна, цифровое изображение, творческая деятельность.

Annotatsiya: Mazkur maqolada kichik maktab yoshidagi o'quvchilarning ijodiy tasavvurlarini dizayn texnologiyalari orqali shakllantirish metodikasi yoritiladi. Tadqiqotda dizayn fikrlash (design thinking) bosqichlaridan foydalanish orqali o'quvchilarning muammoni aniqlash, g'oya yaratish, prototip ishlab chiqish va ijodiy yechimni taqdim etish ko'nikmalarini

shakllantirish metodikasi asoslab beriladi. Mazkur metodika o'quvchilarda texnologik kompetensiyalarni rivojlantirish, kreativ faoliyatga jalb etish hamda mustaqil ijodiy izlanishlarni qo'llab-quvvatlashga xizmat qiladi.

Kalit so'zlar: kichik maktab yoshidagi o'quvchilar, ijodiy tasavvur, dizayn texnologiyalari, kreativ fikrlash, vizual dizayn, STEAM, loyihaviy faoliyat, innovatsion metodlar, dizayn fikrlash (design thinking), texnologik kompetensiya, grafikali dizayn vositalari, raqamli tasvir, ijodiy faoliyat.

Today, there are a number of design technologies to increase the creative activity of students in the field of education, we have listed below as an example the design technologies that are most common and that are precisely those related to the development of the personality of the student.

1. Graphic design

Graphic design is the art and technology of creating visual means of communication through text, form and color. Children through graphic design in education Today, there are a number of design technologies to increase the creative activity of students in the field of education, we have listed below as an example the design technologies that are most common and that are precisely those related to the development of the personality of the student.

1. Graphic design

Graphic design is the art and technology of creating visual means of communication through text, form and color. Children through graphic design in education:

- * Prepares logo, poster, infographics, book covers;
- Absorbs basic principles such as color harmony, composition, contrast and symmetry.

The design methods used in the field of Education have didactic significance these are the following:

- * Develops visual literacy;
- * Enhances compositional thinking and aesthetic taste;
- * Forms the ability to efficiently convey information.

2. Basic elements of graphic design

Item Description	Item Description
Form any geometric or abstract form — Circle, Square, line.	Form any geometric or abstract form — Circle, Square, line.
Color is a means of mood and accentuation. Color psychology plays an important role.	Color is a means of mood and accentuation. Color psychology plays an important role.
Text (typography) to provide information through the shape, location, font types of letters.	Text (typography) to provide information through the shape, location, font types of letters.
Composition balance in the placement of elements, symmetry, contrast.Item Description	Composition balance in the placement of elements, symmetry, contrast.Item Description
Form any geometric or abstract form —s.	Form any geometric or abstract form —s.

Types of graphic design. Graphic design is used in various fields. The following table lists their main types and applications:

Design type description and application	Design type description and application
Identity Design Logo, firm sign, brand style.	Identity Design Logo, firm sign, brand style.
Advertising design Banner, poster, commercials, brochure.	Advertising design Banner, poster, commercials, brochure.
Publishing design book covers, magazines, catalogs.	Publishing design book covers, magazines, catalogs.
Interface design (UI) design of mobile applications and websites.	Interface design (UI) design of mobile applications and websites.
Infographics give statistical information in a pictorial waype description and application	Infographics give statistical information in a pictorial waype description and application

Design type description and application	Design type description and application
Identity Design Logo, firm sit visuals.	Identity Design Logo, firm sit visuals.

Graphic design software. Software that is convenient at the learning stage:

Program name brief description User level	Program name brief description User level	Program name brief description User level
Canva Drag-and-drop style online design platform beginner, intermediate	Canva Drag-and-drop style online design platform beginner, intermediate	Canva Drag-and-drop style online design platform beginner, intermediate
Tux Paint is a simple drawing program for children beginner	Tux Paint is a simple drawing program for children beginner	Tux Paint is a simple drawing program for children beginner
Adobe Photoshop professional image editing and Design Advanced	Adobe Photoshop professional image editing and Design Advanced	Adobe Photoshop professional image editing and Design Advanced
Adobe Illustrator advanced for vector graphic design	Adobe Illustrator advanced for vector graphic design	Adobe Illustrator advanced for vector graphic design
CorelDRAW drawings, medium-advanced for publication design	CorelDRAW drawings, medium-advanced for publication design	CorelDRAW drawings, medium-advanced for publication design

Role in graphic design and education.

Graphic design develops the following aspects in education:

Creative thinking – learns to express children's thought through images;

Visual literacy – understands the connection between text and image space;

Information structuring-simple presentation of complex ideas in graphic design and education.

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2. Collage art.

Collage is a method of creating a work of art by compositionally combining various materials (newspaper, paper, fabric, yarn, elements of nature). Children express their feelings through materials.

Pedagogical significance:

- * Activates creative thinking;
- * Teaches coordination through material selection

Collage is a method of creating a work of art by compositionally combining various materials (newspaper, paper, fabric, yarn, elements of nature). Children express their feelings through materials.

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- * Activates creative thinking;
- * Teaches coordination through material selection;
- Allows you to work with expressive expression and imagination.

What is collage art?

Collage (derived from the French word coller — “glue”) is an art form in which various materials (paper, newspaper, cloth, thread, photograph, leaf, plastic, etc. Collage is a creative expression that combines real and abstract images, transforming understanding and Idea into form.Collage

(derived from the French word coller — “glue”) is an art form in which various materials (paper, newspaper, cloth, thread

Collage type description	Collage type description
Paper collage pasting images and text fragments cut from magazines, newspapers	Paper collage pasting images and text fragments cut from magazines, newspapers
Photo collage created on the basis of photos	Photo collage created on the basis of photos
Digital collage is created through computer programs (Photoshop, Canva	Digital collage is created through computer programs (Photoshop, Canva
Fabric collage consists of parts of fabric, yarn, textilesCollage type description	Fabric collage consists of parts of fabric, yarn, textilesCollage type description
Paper collage pasting images and text fragmer	Paper collage pasting images and text fragmer

Purpose and importance of collage

Educational significance:

- * Develops compositional thinking in children;
- * Forms visual expression skills;
- * Teaches creative decision making;
- * Expands thinking and imagination;
- * Develops hand motor skills.

Aesthetic significancePurpose and importance of collage

Educational significance:

- * Develops compositional thinking in children;
- * Forms visual expression skills;
- * Teaches creative decision making;
- * Expands thinking and imagination;
- * Develops hand motor skills.

Aesthetic significance:

- Helps to express personal feelings through images and colors;
- Develops an interest in art by working with various materials.

Pedagogically:

- Makes the lesson process interesting and interactive;
- Forms in students the skills of independent thinking, material selection, selection.

Stages of collage making (for the pedagogical process)

1. Topic selection: for example, "Nature", "Family", "School Life", "My dream".
2. Material collection: newspapers, magazines, colored paper, fabric, leaves, yarn.
3. Forms in students the skills of independent thinking, material selection, selection.

Stages of collage making (for the pedagogical process)

Topic selection: for example, "Nature", "Family", "School Life", "My dream".

2. Material collection: newspapers, magazines, colored paper, fabric, leaves, yarn.
3. Drawing up a composition plan: where it is placed – planning in the imagination.
4. Creating a collage: cutting, placing, gluing elements.
5. Presentation and analysis: each child explains about his work, tells his feelings.

The necessary tools for collages given to improve creative abilities are as follows.

The use of Design Technologies in the development of creative imagination — serves to shape students as creative individuals who meet the requirements of modern education. Through this approach, children acquire the skills of independent thinking, critical and figurative analysis, the promotion of original ideas and their practical expression.

Methodology based on design technologies in primary education The necessary tools for collages given to improve creative abilities are as follows.

The use of Design Technologies in the development of creative imagination — serves to shape students as creative individuals who meet the requirements of modern education. Through this approach, children acquire the skills of independent thinking, critical and figurative analysis, the promotion of original ideas and their practical expression.

Methodology based on design technologies in primary education:

- Strengthens interdisciplinary integration;
- increases motivation in children;
- develops modern technological literacy;
- creative thinking and aesthetic worldview are formed.

Therefore, the application of this methodology to educational practice remains one of the important tasks of a modern teacher.

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