USING DIGITAL TECHNOLOGIES IN TEACHING VISUAL ARTS TO GRADES 5–7 IN GENERAL SECONDARY SCHOOLS: MODERN PEDAGOGICAL APPROACHES

Xamidova Dildora Muhiddin qizi
Navoi State University
"Fine Arts and Engineering Graphics" – educational direction
3rd year student, group "E"

Annotation: This article examines the use of digital technologies in teaching visual arts to students in grades 5–7 in general secondary schools. It discusses modern pedagogical approaches, including interactive lessons, multimedia applications, and individualized instruction, aimed at enhancing students' creative, technical, and visual skills. The study emphasizes the significance of integrating technology to improve learning outcomes and engagement in art education.

Keywords: Visual arts, digital technologies, interactive learning, grades 5–7, creative skills, pedagogical methods, multimedia education.

The integration of digital technologies into education has transformed the way students learn and engage with subjects. In visual arts, these technologies provide tools that allow students to explore creativity, experiment with forms and colors, and understand complex artistic concepts more effectively. For students in grades 5–7, digital platforms, virtual galleries, drawing software, and multimedia presentations enrich the learning process and make lessons more interactive and motivating. Consequently, the methodological application of digital technologies in visual arts education has become a crucial aspect of contemporary pedagogy.

Teaching visual arts to students in grades 5–7 using digital technologies represents a modern approach that significantly enhances both creative and practical learning outcomes. The integration of digital tools into the classroom allows students to actively engage with artistic concepts, experiment with colors, shapes, and compositions, and develop visual literacy skills. Unlike traditional methods, digital platforms provide a more dynamic learning environment, encouraging students to participate, express their ideas, and explore their creativity freely.

Digital tools such as tablets, interactive whiteboards, and computer drawing programs give students the opportunity to practice artistic techniques in a versatile and flexible manner. These technologies allow learners to experiment with a variety of media, try different brush styles, explore color combinations, and manipulate visual elements without the limitations of physical materials. Such opportunities promote self-expression and foster an understanding of artistic principles such as composition, symmetry, and balance.

Interactive lessons are central to the effective use of digital technologies in visual arts education. Virtual galleries and online museum tours enable students to study the works of famous artists, analyze different artistic styles, and draw inspiration for their own projects. Students can observe and replicate techniques, study thematic and stylistic approaches, and adapt ideas to create original works. Digital platforms also provide teachers with the ability to guide students through structured exercises, provide immediate feedback, and monitor progress in real time, which enhances learning efficiency.

Multimedia applications and visual presentations further enrich lessons by illustrating complex concepts in an accessible way. Animations, video tutorials, and step-by-step demonstrations can help students understand techniques that may be difficult to explain through words alone. This multimodal approach also caters to different learning styles, ensuring that visual, auditory, and kinesthetic learners all benefit from the digital lesson format. Additionally, online platforms allow for interactive assessments, quizzes, and peer evaluations, fostering engagement and motivating students to actively participate in the creative process.

Using digital technologies also supports individualized learning. Each student can work at their own pace, revisiting tutorials or exercises as needed and experimenting with creative ideas independently. This personalized approach helps build confidence and encourages students to develop their unique artistic voice. Furthermore, students can save, share, and review their digital artwork, which facilitates collaboration and peer feedback. Such interactions not only strengthen social and communicative skills but also create a collaborative environment where students learn from each other's successes and challenges.

Practical skills in art, such as drawing techniques, perspective, shading, and geometric composition, can be effectively taught through digital applications. Tools that allow students to layer elements, adjust proportions, and test different compositions help them understand the technical aspects of visual arts while minimizing material waste. Digital technologies also encourage iterative learning, allowing students to revise and refine their work repeatedly, fostering a mindset of continuous improvement.

In addition to enhancing creative and practical skills, digital technologies encourage interdisciplinary connections. Visual arts lessons can integrate elements of history, literature, mathematics, or science through project-based learning. For instance, students can create digital illustrations of historical events, design graphics inspired by literary texts, or explore patterns and symmetry in nature. This interdisciplinary approach broadens students' understanding, reinforces knowledge from other subjects, and helps them apply artistic skills in real-world contexts.

Teacher guidance remains a critical factor in maximizing the benefits of digital technologies. Educators need to be familiar with software, digital platforms, and multimedia resources to effectively structure lessons and facilitate student learning.

Proper planning ensures that technology complements, rather than replaces, traditional methods, maintaining a balance between hands-on experiences and digital experimentation. Teachers must also design activities that challenge students creatively while providing sufficient support to prevent frustration or disengagement.

Collaboration and peer learning are enhanced through digital platforms. Students can work together on group projects, exchange ideas, and provide constructive critiques of each other's work. Collaborative projects develop teamwork, communication, and organizational skills, while also exposing students to diverse perspectives and approaches. Online portfolios, shared digital canvases, and collaborative assignments allow students to collectively create artwork and present it in innovative ways, fostering both creative and social competencies.

Furthermore, digital technologies promote accessibility and inclusivity in visual arts education. Students with varying abilities or learning needs can engage with digital tools at their own pace, using features such as zooming, color adjustments, and virtual tutorials to support their learning. This inclusive environment ensures that all students have equal opportunities to explore and develop their artistic potential.

In conclusion, teaching visual arts to grades 5–7 using digital technologies significantly improves lesson quality, student engagement, and learning outcomes. Digital platforms, multimedia tools, and interactive exercises foster creativity, practical skills, and critical thinking while allowing for individualized instruction and collaborative learning. By combining traditional methods with modern technology, educators create a stimulating, dynamic, and effective learning environment that equips students with the artistic competencies and digital skills necessary for the 21st century.

Integrating digital technologies into teaching visual arts for students in grades 5–7 in general secondary schools is a modern pedagogical approach that enhances both creativity and practical skills. Digital tools, including interactive platforms, drawing software, multimedia applications, and virtual galleries, make lessons more engaging and allow students to experiment with colors, forms, and compositions in innovative ways.

The use of digital technologies supports individualized learning, enabling students to work at their own pace, revisit tutorials, and refine their work repeatedly. Collaborative projects foster communication, teamwork, and peer feedback, promoting social and communicative competencies alongside artistic development. Furthermore, the combination of traditional art methods with modern digital tools ensures a balanced, comprehensive, and stimulating learning environment.

In summary, teaching visual arts with digital technologies not only develops students' artistic competencies but also equips them with critical 21st-century skills, such as creativity, problem-solving, and collaboration. This approach encourages independent thinking, facilitates interdisciplinary learning, and prepares students to apply their artistic knowledge in real-world contexts.

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