



## **IMPLEMENTATION OF INNOVATIVE TECHNOLOGIES IN ORGANIZING CONTINUOUS LAW EDUCATION**

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<b>Received:</b> 8 <sup>th</sup> August 2022 <b>Accepted:</b> 8 <sup>th</sup> September 2022 <b>Published:</b> 14 <sup>th</sup> October 2022	This article describes the main aspects of the problem and the right of education and the formation of the legal culture of youth in the process of continuing education. The article indicated by the funds necessary for the development of the legal culture. The article below discusses the methodology and theory of education of law in non-low specialized higher educational institutions

**Keywords:** young students, the system of continuous education, secondary schools, vocational colleges, students,

In the process of legal education, the use of materials of legal practice is especially important. At the same time, in the process of legal education, in accordance with the purpose of relying on various non-legal acts.

In our opinion, the application of innovative lessons in the process of legal education leads to the fact that the quality of education is different. Innavigation (English, innavigation-news entry):

- 1) introduction of innovations in the field of technology and labor organization and management using the achievements of Science and advanced experience;
- 2) innavigation in education-the content, methods and form of the purpose of education and upbringing, methods of production education of teachers, the introduction of innovation in the organization of joint activities of students;
- 3) change in the style of thinking.

An innovation lesson is a non-standard, free of traditionalism, flexible, transformative, structured and aimed at increasing students' interest in education through the organization of a new form of educational activity. Passing classes can be divided into competition and game form (competitions, tournaments, work games, etc.); classes can be included in the mass form of communication (press conference, auctions, beneficiaries, etc.); classes-activities of the institution such as immersion (judiciary, ilmy Council, editorial board).

Another stream of development to receive with its activity is the "technology of text training". The fear of the educational process on the basis of text teaching technology brings educational activities much closer to the forms and methods of professional activity and gradually ensures the transition to labor activity.

The idea of text training is reflected in "business Games". Business games, like all games, require the student to carry out a responsible action in a particular situation. While the student is in the learning process,

he puts the issue for a certain position, for example, a certain office or a developed chii, performs tasks with educational practice for a learning enterprise: analyzes, selects data. Such training is undoubtedly commendable. He will ensure the creative development of the future specialist.

Currently, one of the most widely used interactive methods is considered a game method, the main purpose of which is to ensure the direct participation of students in the assimilation of knowledge, through which to achieve educational efficiency. The game is the most convenient basis for approximate activities in solving various problems. Participants' clear understanding of their game goals and personal interests are important management factors.

Game modeling is carried out with the back of the rules. The rule of the game is the charter that represents its content. An important sign of organizational activity in the game is the conditional nature of the roles. But it is necessary that the goal of each role is clearly defined and ensures the interaction of the roles. Therefore, the roles can be reflected in the interests of the participants in the game.

The controller of the game is a team, providing participants with interaction and access to communication. A decision is made as a team.

The designed game, as a rule, can be transferred to educational institutions or on the basis of possible problems in Muya organizations.

Role-playing games always have a chivalrous content and are carried out in the search for solutions to various life situations. Participants will analyze the situation during the game. No one will help them with this. They should be self-guided and organized. The game associated with complex situations is achieved through personal actions and accepts conclusions. Hence, some kind of life situation is played in role-playing games.



Advantages of the role-playing game:

- 1) role-playing games form the qualification of interpersonal problems in students.
- 2) content certain skills for future practice.
- 3) leads to the study of theory through practice.

The leader of the role-playing game, as a rule, cannot become a direct participant in the game. Its task is to create and support conditions that determine objective wakefulness through the game method. Also in role-playing games, a collective individual decision can be made.

The reflection of legal situations in role-playing games makes it possible to associate it with practice. This will interest students of higher education institutions and ensure their active participation.

In our opinion, for schoolchildren E.A. A didactic game, conditionally called "Farabi stories", recommended by Pevchova, gives the effect of positivity in the application of educational educational processes of higher educational institutions.

According to the results of psychological and pedagogic taxil, business and role-playing games are considered an active learning method, which should be carried out in cases where these games are in harmony with the life environment.

The educational process( in the activities of the teacher and student), built on the basis of the game, will be three-stage: 1) preparation for a business game (planning, setting goals); 2. Implementation of the purpose of the Game; 3. In the game discussion, in the analysis of the results and in the educational process, the individual manifests his identity as a subject (reflexive stage).

In recent years, in higher education, there has been a transition from the akhbarot-educated method to active teaching, in particular, a business game in the educational process( "the court is coming...An important place is occupied by the organization of "Labor happiness", " registration for work " etc.

In contrast to the business game, in the role-playing game, socio-psychological problems are meaningfully analyzed. The participant in the game develops his own individual personality by role-playing. The application of role-playing games in legal knowledge increases the positive characteristics of future educators, as well as their legal training is formed on the basis of subjective experience. By playing certain roles, the aspirations and characteristics of students increase, which in their place are absorbed into the inner world of the individual.

O.Yu. Nazarov believes that the use of the following role-playing games will pay off in the process

of legal education: the technology of independent teaching is the technology of olyikhali teaching. This technology is taught in the bee of the method of laying, which corresponds to modern education and provides a system of moving rule communications. The organized learning process becomes the process of self-education of students. Because they restore an independent educational structure and make it possible to solve socio-legal problems in the most convenient way. On the basis of the studied literature, we came to the conclusion about the "design" method: such training develops the student's independent learning activities and forms a reading of preliminary analysis of the results of his activities.

M.Kamaliddinov and B.According to vakhobzhonov, activities are organized that activate and accelerate the basic requirements of the use of Game pedagogical technologies:

- the game is considered one of the main types of activity in combination with work and study;
- the psychological mechanisms of playful activity rely on the needs of the individual to manifest themselves: to make their place in life stable, to self-control, to realize their capabilities;
- the Game Social is defined as a type of activity in situations that lead to the assimilation and re-creation of experiences, in which the management of the individual's own behavior is formed and improved.

Great pedagogical A of the XIX century.V. The method of teaching the science "distervik", of course, depends on the nature of this science. It is impossible to teach different subjects in one way. But this objective point of view on teaching young people is not decisive, but subjectivity is decisive", the opinion of which has not lost its relevance even today.

The tools used in each pedagogical technology are generally similar in bursa, they can be conditionally divided into such types as: verbal, non-verbal, visual, audio, natural, educational equipment and equipment.

Verbal forms of communication are different, their main ones include speech, speech, speech, speech, conversation, asking questions, answering a question, debate, discussion, negotiation, notification, council, consultation, discussion, reproach, congratulation, greeting, farewell.

Non-verbal means consist of expressing or concentrating the meaning of a meaning through the movements of a gesture, hand, torso. Nonverbal means are of serious importance, and nothing else can replace them. Each action of a person has a certain meaning, and these actions are understood differently in different rings. It is the actions ofninoverbal speech



that is accepted to be called. Nonverbal speech is carried out through the movement of one or another muscle of a person. At this point, it is advisable to mention that any movement of a person, including his thinking, consists of the movement of certain muscles in it.

Visual (visual) tools include all the tools designed for the reader(student) to see with the naked eye in the process of pedagogic technology. These include writing and other images on the board, writing and images in books, educational posters of tarvatma materials, photographs, works of fine art, video, Motion Pictures, animals, plantmcoar, natural objects, various objects, etc.

The use of visual means in pedagogic Technologies was necessary to teach students(students).

By displaying the relevant content in TKR forms and methods, it allows you to quickly and accurately explain.

On the other day, audiovisual tools are used, that is, those that serve to hear and see at the same time: cinema and other sound video images. The use of audiovisual means in the process of legal education is important because it allows you to see, hear the legal problem in the lessons in which cinema and other sound video images are used, and then discuss it in the teacher's heads, which corresponds to the requirements for a modern lesson.

The application of most of the tools used in pedagogic technology in the process of legal education is an important condition for ensuring the effectiveness of your lesson. In particular, in the process of legal education, it is extremely difficult to apply the terms of verbal communication, without the forms of non-verbal communication. Because every movement of the teacher attracts the student, and these actions are considered an important sign of the skill of the sitter. Otherwise, the interest of students in the course of the lesson will decrease.

Visual methods of teaching ya.A.Komensky's work "The Great didactics" relies on the didactic principles of prejudices. That is, "what readers can perceive and perceive must be learned, of course, by means of the senses, that is, by hearing what can be seen, heard by ear, and by holding and holding what can be felt.

Lecture-illustration plays an important role in the lessons. Illustration (lot. Illustrare-play) is a method used on the side of the teacher in order to clearly embody the image of the studied employee in the student's mind through exhibitionism.

As you know, the knowledgeable can have:

- Through study(textbooks and teaching aids);
- "Report or story"with auditory accompaniment;

- By discussing (problem or issue);
- Hearing and watching(through pictures, video materials, visual aids);
- Through practice execution (experiments practical training), etc.

The importance of the use of visual (visual) means in legal education has proven itself in practice. However, it was found that most subjects do not use various visual aids (training schemes, educational posters, slides). After all, in legal education, when students see, hear and discuss legal behavior, this information is stored in memory for a long time, finds its proof in practice.

The process of legal education includes lectures, practical classes, independent work, coursework and final exams. The report explains the basic concepts of the teacher's topic and the theoretical and practical problems associated with it. Currently, the importance of the lecture sessions is growing especially due to the presence of various information opinions from the O'kov literature on certain issues. It is also necessary to explain the concepts related to legal education in the lecture classes through visual methods.

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