"EASY DESIGN" (SIMPLE PROJECT) INTERACTIVE METHOD IN THE PROCESS OF DESIGNING TECHNOLOGICAL PROCESSES

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Abstract. *In this article, the place and role of modern teaching methods - interactive methods, innovative technologies in the training of future pedagogic personnel in the higher education system is great. Knowledge, experience and interactive methods of pedagogical technology and pedagogical skills ensure that students are educated. Each lesson topic, educational subject has its own technology. That is, pedagogical technology in the educational process is an individual process, it is a pedagogical process aimed at providing a goal, designed and guaranteed result based on the needs of the student. It is up to the pupil and student to choose what technology to achieve the goal. Because the main goal of both sides is clear: it is aimed at achieving the result, in which suggestions and recommendations on the technologies used depending on the conditions of the student's knowledge level and the character of the audience are developed, conclusions are presented.*

Keywords: *pedagogical technology, pedagogical skills, interactive methods, "Light design" method, technology, design methods.*

Modern teaching methods - interactive methods, innovative technologies have a great place and role in the training of future pedagogic personnel in the higher education system. Knowledge, experience and interactive methods of pedagogical technology and pedagogical skills ensure that students are educated. Each lesson topic, educational subject has its own technology. That is, pedagogical technology in the educational process is an individual process, it is a pedagogical process aimed at providing a goal, designed and guaranteed result based on the needs of the student. It is up to the pupil and student to choose what technology to achieve the goal. Because the main goal of both sides is clear: to achieve the result, in which the technologies used are selected depending on the conditions of the student's knowledge level and the character of the audience.

"Easy design" method - this method is mainly suitable for general secondary schools and higher education "Technological education" subjects. This method is only suitable for "Technology Education Practicum" and "Technical Creativity and Design" (the process of designing garments). It is known that the process of complex and continuous formula calculations in the design of sewing products is complicated for a general secondary school student, and for them this subject seems very difficult and boring. If we look at the "Technology" subject program in the school, there are many topics related to the design of sewing products, but the school teacher, that is, the future technological education teachers we train, are not fully covered in the program there is a reason:

1) It is difficult to deliver to the student due to the complexity of the design accounting processes in the topics related to the design of sewing items given in the program.

2) The future technological education teacher cannot fully master the topics due to the complex organization of the processes of designing garments in "Technology education practicum" and "Technical creativity and construction (design and modeling of garments)" .

The author of the "Look differently" method of designing sewing products is Ye.V. Ovchinnikova says: "Many years ago, when I was working at a school, I couldn't stand the strict instructions of how to design clothes, and these design methods would be very difficult for my students to understand. I've tried unsuccessfully to explain why this is so and not otherwise, eg why should I enter 2.5cm along the bisector instead of 2cm or 3cm? Finally, I waved at them all. Any technical design starts with measurements, for which there are many tools. A seamstress has only one tool - a centimeter tape! I created my project using different geometric figures without complex theoretical calculations through the "Looking differently" method. For example: it is not necessary to know the theory of mechanical sciences to control a car, and the theory of operating systems to use Windows XP.

Oksana Tsareva said in her dissertation: "It is good that there are special subjects for sewing design, but now a convenient and simple method is needed for the learner. Available accounting and graphic methods - taking measurements and replacing them with formulas and drawing based on this. As an example, a few popular design methods are "YeMKO", "Müller and Son" and many others. So I took five of the most popular design methods and designed the same model five different ways for the same person, so the finished models couldn't be distinguished by how they were designed, the fit was practically the same in all methods. Therefore, the main thing is not how to build the project, it is important to take measurements correctly, put the number correctly, and be able to correctly combine the given numbers in the drawings.

It should be taken into account that we are not training designers-constructors for light industrial enterprises in the direction of "Technological education" of higher education Pedagogical institutes, but we are training future teachers of technological education, therefore, we provide students with mass tailoring we should teach not to design clothes, but to design individual clothes. To do this, we have developed a simple and effective way to design garments that both parties understand.

Before explaining the "Easy design" method, let's consider the design methods.

There are the following ways to calculate clothing pieces and prepare a drawing:

1. Modeling method.
2. Computational design method.
3. The method of measuring and calculating.
4. Single design method.

The essence of the modeling method is that the mock-up material (gauze, light-soft paper) is attached to the mannequin or human body by fitting it to the shape of the model and pinning it with studs. The joints are along the structural lines of the human body (neck, shoulder, sleeve, side waist, middle lines) are lumped. Then it is sewn with colored thread from the congested areas. Then, the breast plate, which determines the roundness of the breast, is sewn on both sides. Then the knots are loosened and gauze or paper is spread on the table. This resulting drawing is the basic drawing of the body. This method is used in the design of complex patterned clothing and in the design of many stage costumes and historical costumes.

Computational design method. At the beginning of the 19th century, the method of calculation (cutting system) of design began to spread in France, Russia and other countries. This

method was invented by mowers with many years of experience. They take some measurements from the body and use simple calculation formulas to draw the details of the item in the garment itself, that is, they do not prepare a separate template. This method was used in individual product production.

Method of design by measuring and calculating. The method of measuring and calculating is very suitable for tailoring clothes by individual order, because this method allows taking into account the specific characteristics of the body due to the precise measurement of the body. At present, it is common to create a drawing of clothing details by measuring and calculating design methods. In this method, the necessary measurements are taken from the body, and a calculation table is made. Based on the table, the basic drawing of the item is drawn. This method is used in schools, educational institutions, and clubs. There are several dozen types of this method. This method is convenient for people who are learning to draw and make patterns. Almost all designs are done this way.

A single design method. Our country and the countries that are members of the Council for Mutual Economic Assistance (MACE) worked on improving the methods of designing clothes in the garment industry and developed a single method of designing. This method differs from other methods in its universality, because basic projects are used as a basis for designing clothes of any shape and appearance. In the process of creating this method, standards were developed based on anthropometric measurements of the population. These standards are developed separately for women's, men's and children's ranges. This method is used by sewing companies. The designers of the enterprise use the dimensions of the design method given in the standards, depending on the assortment of the product, they design the basic drawing of the product, model it, and create a model of the product.

In addition to these, we use the engineering method - the three-dimensional design of clothes uses engineering techniques, which allows you to open surfaces on the monitor screen and get ready-made drawings of parts of clothes. This method is mainly used for scientific research, solving problems of existing methods and developing the design of mass-produced products.

As we mentioned above, all the popular design methods are the Measure-by-Calculation method. These include sNIIShP, EMKO, "Mueller and Sons" and others.

In particular, our researchers have conducted research on the design of sewing products in our country. Among them, K.M.Abdullaeva's style of designing clothes is designed for higher education and out-of-school club activities, made by the method of measuring and designing. Unlike other design methods, formula calculations are easy to understand and the sequence of drawings is clearly explained. This design method can be mastered by a student if he studies diligently, but he cannot explain it to a schoolboy. We developed the "Easy design" method, using the methods of designing clothes by K. M. Abdullaeva and several researchers, which is explained simply and simply for both students and schoolchildren.

The two different design calculation methods that we discussed above differ in the calculation process, but the finished projects are almost the same, and it is difficult to distinguish the clothes made on the basis of this project. Therefore, regardless of how to design sewing items, the same result will be achieved, so it is appropriate for us to choose a fast and effective, simple and understandable method for the student and the student. A future technological education teacher can explain the subject well to his students only when he himself understands the subject well.

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