

ADVANTAGES OF TEACHING MATHEMATICS WITH THE HELP OF NEW TECHNOLOGIES**Turaboyev Bahodir Urolovich***Mathematics teacher, Department of Exact Sciences, Military-Academic Lyceum
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Abstract: *In this article, detailed information is provided about finding comprehensive solutions to the problems that arise in the teaching of mathematics, the extent to which new educational technologies are used for the development of science, and the role of new educational technologies in the development of science.*

Key words: *STEAM, ICT, Fundamentals of Electronics, Arduino programming language* *In today's fast-paced technology world, it's clear and natural sciences are strengthening their essence.*

So this is the type implementation, simplification, quantitative methods of teaching subjects in the educational process it is not for nothing that great attention is paid to ensuring its expansion. High educational process in educational institutions, schools, professional educational institutions new methods for strengthening, ICT (information-communication technologies), the wide application of the experiments of sustainable and stable countries in this field will not fail to give impetus to these fields. Abandoning the old ways in these areas for example; Putting an end to the use of whiteboards and greenboards, attempts to limit the freedom of pedagogues is probably not suitable for a society that has reached its peak in the process of receiving this information. It is not for nothing that the introduction of ICT (Information and Communication Technologies) into the educational process has brought the educational system to a new level. In particular, if we give examples of them;

a) PPT means presentation method. Use this method to avoid lessons

It is very convenient to compensate. Students and learners can use the presentations at any time to cover the topic in a short period of time

helps to learn. In the case of not deviating from the above topic, the method of presentation cannot fail to lead to further simplification of mathematics. The reason is that the use of presentation leads to a wider disclosure of the essence of the topic and the expansion of the aura of the topic. It will help students and pupils to get an impression of new topics in their free time in addition to classes.

b) Infographics - information and information exchange processes Acceleration of the information storehouse for students and readers on each subject a relative basis for expansion is considered. Fun math, math puzzles, serves as a basis for editing and applying the information appearing in the foundation of the history of mathematics

c) The role of the above items in the course of the lesson has now become much stronger. As a direct result of this, it is not for nothing that interests in teaching methodical, scientific, interesting mathematical situations have increased, and the achievements are being made. In order not to change their views on complex subjects in a negative way, to make students and pupils interested in the educational process, to rely on new methods, to

introduce news and innovations to traditional methods, are becoming more urgent. We can see the problem of not only imparting knowledge to students and students and raising their level of thinking to another level by introducing innovation in a simple method. For this purpose, we will clarify the method of conducting a demonstration lesson. At first, in the old system, methods such as crossword puzzles and graphic display of quick-question answers were used. So what if we combine presentations with ICT (Information and Communication Technologies)? How can we benefit from it? In this regard, in exchange for the effective use of computer technologies, we can improve the quality of the lessons and directly demonstrate through the learning process through the students' visual and auditory functions we will master the subject. It is also true that the lessons conducted in the following order are showing results. In: Time cost per update of presentation to solve examples let's define. As a result, I learned the formulas, theorems, In the time interval of the rules, remember his intensive work, the reader not only to accelerate the speed of the student's thinking it will be possible for us to turn it into a habit. Through a simple example

it is possible to prove that technology and education are closely related. As for ICT (Information and Communication Technologies), STEAM education is just one example. An extension of this word is S-Science, T-technology, E-engineering, A-art, and M-Math, which includes education in one brochure: natural sciences, engineering, technology, art, and mathematics. The goal of STEAM is that "Practice is as important as theory". All of these sentences imply that we should work with our hands and not just with our brains. One of the best examples of the STEAM system is the Massachusetts Institute of Technology. The STEAM system, unlike education, gives an impulse to bring knowledge into a mutually balanced state rather than separately. In the student, non-standard decisions, thoughts are encouraged to form several solutions in the case of applying them to one problem. At a time when all fields are rapidly developing, the field of education is not standing still, therefore, attempts to improve the quality of education in proportion to the times are not in vain, therefore, the article was created to be used as a guide to this goal. After all, he says, "If a surgeon makes a mistake, the fate of one patient will be ruined, if a builder makes a mistake, the fate of several dozen people, if a teacher makes a mistake, the whole society will be ruined."!

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