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METHODOLOGY OF TEACHING “THE HAPPY PRINCE” BY OSCAR WILDE BASED ON MODERN TECHNOLOGIES

Elboyeva Mahliyo Polvonquli qizi

Alisher Navo'i Tashkent State University of Uzbek Language and Literature

elboyevamahliyo@navoiy-uni.uz

ORCID ID: 0000-0003-2619-3309

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ANNOTATION

This article talks about the advantages of using modern technologies in the teaching of Oscar Wilde's "The Happy Prince". This author's fairy tale is given under the "Colorful Emotions" section of the current 6th grade literature textbook. During the teaching of this fairy tale, students apply and strengthen their knowledge from other subjects by connecting it with the work. In this, it was tried to highlight the unique conveniences of teaching based on the STEAM technology, which is mainly coming from the world education system. This technology helps to develop independent and creative thinking in the child.

KEYWORDS: Steam, technology, skills, rooster hair, image, plot.

Introduction

At the moment, changes related to the introduction of STEAM technology into the educational process are beginning in secondary education, which indicates the need to retrain pedagogues for future professions. The choice of the topic is related to the fact that this technology helps to reveal the creative potential of the student, and the principle of creativity and creative thinking are considered. And this means maximum attention to creativity in the educational process. In addition, this technology combines two approaches: project-based and interdisciplinary. The problem is that many teachers are not ready to switch to "project methods" because it requires program modification and, in fact, specialization.

In addition, the introduction of technology into educational activities is being developed more in accordance with foreign studies. Unfortunately, this type of educational problems is not sufficiently developed in our educational system. The analysis of the situation of the problem made it possible to formulate the purpose of the work - to consider the basics of introducing STEAM technology in children's literature classes as a means of helping to open the creative potential of the student.

Discussion

Under the chapter “Colorful feelings” of the textbook, the fairy tale “The Happy Prince” by Oscar Wilde from the children's literature of the world is presented. In the textbook, through this story, children are also given information about the art of animation in fiction. It is known that aspirations, especially interest in birds, are characteristic of a child's psyche. We will study the fairy tale "The Happy Prince" using STEAM educational technology. Students should be familiar with the work. We introduce students to the STEAM technology and we divide the students into small groups and introduce them to the S-sicence part of the technology. According to it, students remember their knowledge of natural sciences (geography, zoology, botany, biology). We give each group tasks related to the work:

The 1st group is given the task of traveling to the land of Egypt from the language of the swallow. Students should provide information about the nature, weather, and cities of Egypt. They should express their thoughts using a world map. Through this, they recall and consolidate their knowledge of geography.

For the 2nd group, San-Sousi Palace, which was told in the language of the Happy Prince, was mentioned in the play. You will provide information about this palace, that is, you should provide information such as where it is located, who built it, and the meaning of the palace. Through this, children remember the knowledge they have acquired in history and geography.

Group 3 is told to give information about the Nile River, the huts of the kings in Egypt and the mummies. In this, students rely on their knowledge of history.

Through this assignment, students will be explained the connection between literature and the sciences of history and geography. It helps to form the student's interest in science, independent action, teamwork skills. During the lesson, students may be distracted from the topic while completing the tasks, or on the contrary, they may wait with great interest to see what other tasks we will complete. In such situations, we give them another creative task. E-engineering (engineering) part of STEAM technology, in this part we give students the following tasks as a practical task on the work:

Each team should pay attention to the image of "rooster hair" given in the play, make it in practice and explain its useful properties and why it is mentioned together with the Happy Prince.



Sources provide the following information about the rooster feather: The rooster feather was originally a van called an anemoscope, that is, a device that shows the direction of the wind close to the ground. It can be in the form of a statue that shows the activity of the building in which it is installed, or it can depict an animal. Roosters are the most popular round figurines among "animal" subjects. The oldest examples of rooster feathers known to historians are located in the Tower of the Winds in Athens. There are also views that it was probably made in 48 BC and represents the god Triton. Since then, weathercocks have a symbolic meaning. The shape of the parrak was given great importance because people believed that the weather vanes were a talisman that protected the house from problems. For example, in Europe, it was believed that statues of witches and cats would ward off misfortune, and a rooster statue on the roof would warn the owner of an impending disaster. Throughout history, the cockerel has been the most popular van decoration. And not only in Europe, in particular, in English, parrak is called “weather rooster”, which literally translates as “weather rooster”.

Even in pagan times, he showed the power of life in his own way. In addition, in many fairy tales, the crowing of a rooster drives away evil spirits and means the arrival of a new day. In ancient Persia, the rooster was considered a magical creature. He was a symbol and embodiment of vigilance. Not surprisingly, this creature is on duty around the clock. According to legend, the rooster even protects against fire and thieves. In Christianity, the rooster is a symbol of St. Peter. According to the Bible, the apostle Peter rejected Christ three times until the rooster crowed twice. In the middle of the 9th century, the Pope signed a decree, according to which a statue of a rooster was placed on the spire of every church so that Christians would not forget to renounce. According to another version, this was done to remind once again that “the Church of God watches over the souls of believers” [Nora Macey, 2023].

After students complete this task, we will explain to them the key part of STEAM technology, the A-art part, according to which students will have to connect the work with art. We give them the following task:

To group 1 (Draw and describe the picture of the Happy Prince in a happy state and a picture in a sad state) When do you think the Happy Prince felt happy? Describe and explain his happy state or how you would like the statue of the Happy Prince to be at the end of the story and describe and explain this state

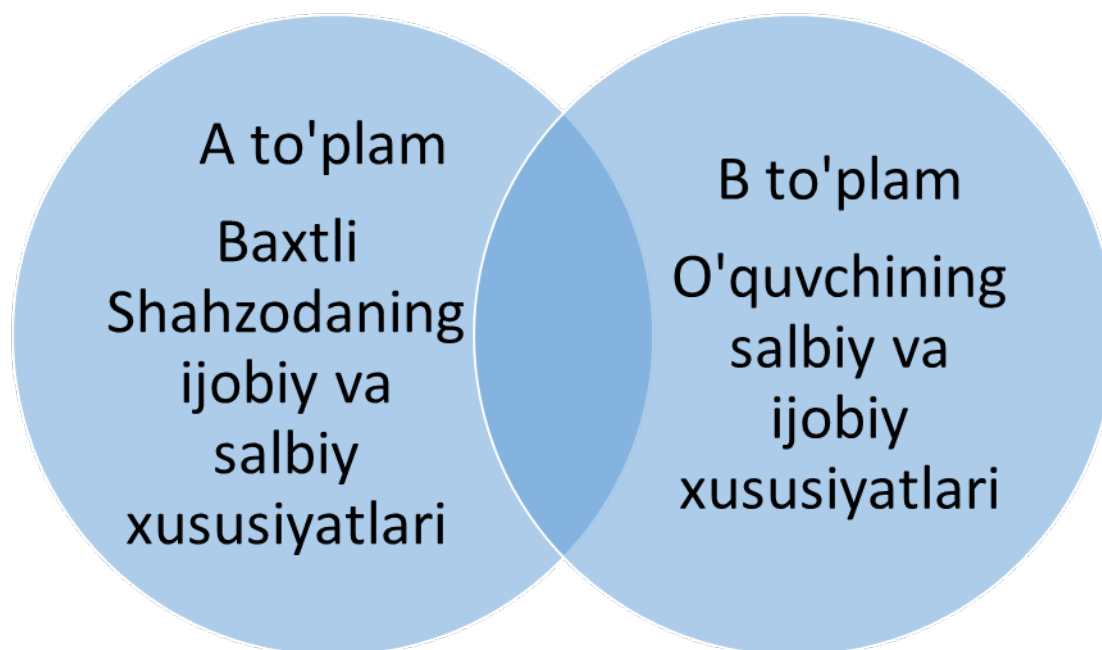
Create and explain to group 2 the image of the matchstick girl and the decoration of the place where the matchstick girl is standing (or stage the image of the matchstick girl in the play and explain its position)

Describe and explain to group 3 the two most unique things in the world.

Results

After students complete this task, we will introduce them to the last part of the technology, M-math. It is said and explained that they should now connect the work with the science of mathematics. We connect the work with mathematics as follows. In mathematics, there is a topic called "Sets", so students are familiar with this topic because they have covered it in 4th grade. According to it, there is a set A and a set B, and if we take set A as numbers and set B as toys, they can be combined and intersected. In the union, their sum, i.e., there are those in two sets, all the existing objects are collected into one single set, that is, they are taken as numbers and toys.

In the intersection, the elements present in both are collected. In the above example, the intersection of elements is equal to zero. We will apply this example to the tale of the Happy Prince. According to it, let the students write all the positive and negative characteristics of the Happy Prince in the A set, and in the B set, the student should write down his positive and negative qualities. Through this assignment, the student works with the text of the work to write the positive and negative characteristics of the Happy Prince, analyzes it, which is positive and which is negative for the Prince, the child must read the text of the work carefully in order to know and evaluate it separately. The student learns self-evaluation and learns to critically evaluate himself so that he can write his existing negative and positive thoughts in the B set. Now let's find the intersection of the two sets above. At the intersection of both sets, i.e. in the middle, describe and write what the perfect person of your dreams should be (see the attachment below).



And at the intersection of these, the students will have to write the negative and positive characteristics of the people they think a perfect person should be in all respects. In the process of completing these tasks, the child works on an artistic text and has to read it again and again. This allows the child to understand the work better.

Conclusion

STEAM technology teaches children to think creatively, to easily and simply acquire science-related knowledge based on their interest in science and their own interests. After all, today's children should grow up mature and perfect in all aspects.

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