

**ISSN:3060-4567 Modern education and development**  
**CREATING GRAPHIC PROCESSES USING THE PAINT**  
**PROGRAM IN PRIMARY EDUCATION**

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***Abstract:*** *The integration of paint software in primary education offers a myriad of advantages that enhance both learning and creativity among young students. This paper explores the key benefits of utilizing digital painting tools in the classroom. Firstly, paint software fosters creativity, allowing students to experiment with colors, shapes, and designs without the limitations of traditional materials. This promotes self-expression and imaginative thinking.*

*Secondly, these tools develop essential digital literacy skills, preparing students for a technology-driven world. By familiarizing them with software interfaces and functions, educators help cultivate critical thinking and problem-solving abilities as students navigate digital projects.*

*Moreover, paint software encourages collaborative learning. Students can easily share their work, provide feedback to peers, and engage in group projects, fostering teamwork and communication skills. Additionally, the immediate feedback mechanism of digital tools enables quicker revisions, enhancing the learning process.*

***Key words:*** *information technology, Paint programm, computer, technology.*

## **INTRODUCTION**

The use of informatics and information technologies is the basis of the need to teach other subjects, the understanding of the following:

➤ the computer is a powerful tool that increases the efficiency of the educational process, because it expands the possibilities of quality delivery of educational information, increases the interest (motivation) in learning science, expands the possibility of conducting education in an interesting way, methods of managing educational activities changes, ensures that the role of the teacher as an information transmitter is at a high level, etc.;

➤ the presence of a graphic interface, "friendly" means of communication and other possibilities in modern computers allows specialists of all fields, users in general, to communicate with the computer easily and without difficulty;

➤ as a result of computer literacy, children can be better prepared for future life and material prosperity in a changing world;

➤ the possibilities of modern computer technologies are such that they can be used not only in education, but also in raising a mature and well-rounded generation.

Informatics and information technology is a field of science that has developed at a rapid pace, and now it is difficult to find a field that it does not cover. Teaching mathematics, English language, and visual arts using information technology is the basis for students to learn by listening and applying in practice. Pupils of preschool educational institutions and primary school students usually draw pictures using black and colored pencils on white paper in art class. At the same time, it is possible to create an image on the basis of colored papers. For this, it is necessary that the pedagogue should be capable and qualified and always conduct lessons based on the latest news. In the field of visual arts, you can draw different pictures based on shapes using the Paint program on the computer, instead of just drawing on paper with a pencil.

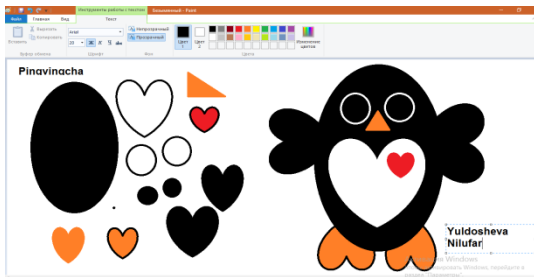
Algorithm for creating a penguin image in the Paint program:

1. Start the Paint program: Пуск→Все программы→Стандартные-  
Windows→Paint.

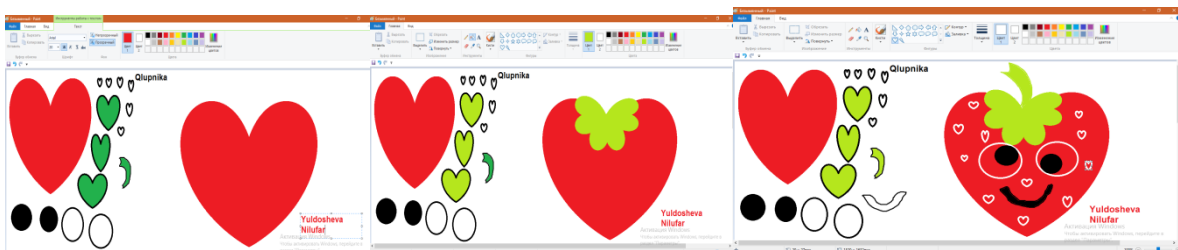
2. Draw the shapes used to make the penguin and color them with the appropriate colors.

3. The ready-made shapes are placed in their place in a sequence and a picture of a penguin is created (Fig. 1):

This picture of a penguin can be drawn using different shapes when describing it in the paint program.

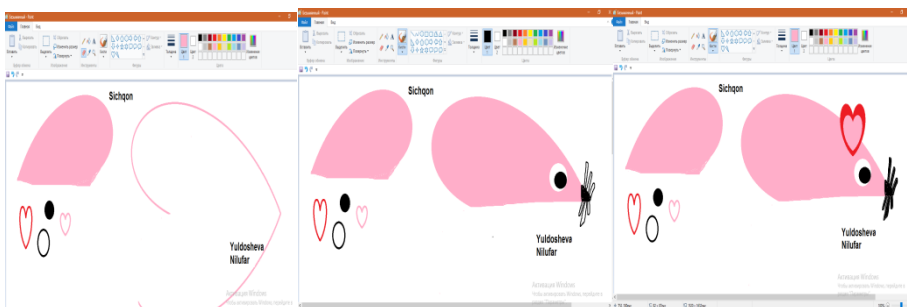


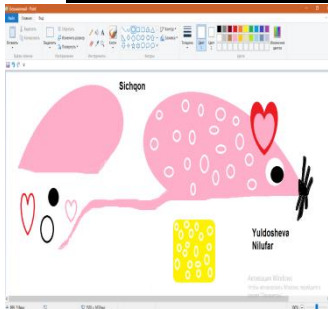
(picture 1)



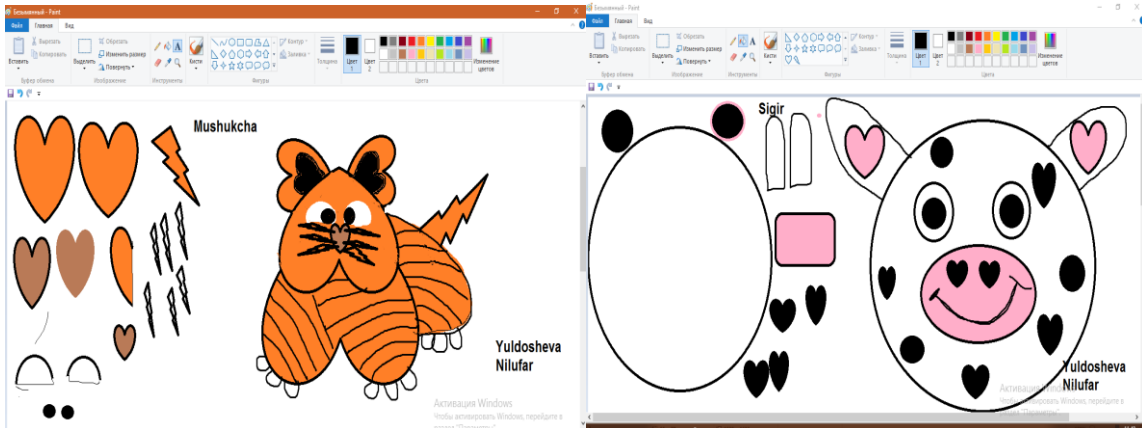
(picture 2)

There are also examples of pictures that young children can easily and quickly draw or make from colored papers (pictures 3, 4). That is, children can describe the images used in this paint program with colored papers.





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In order to depict the cow depicted in Figure 4, we depict the parts of the face, nose and eyes using circular shapes. You can also use a heart-shaped shape in addition to it.

Finally, the engaging nature of paint software can increase student motivation and interest in subjects like art, science, and even mathematics, as they can visually represent concepts through creative means. Overall, the use of paint software in primary education not only enriches the curriculum but also equips students with vital skills for their future endeavors.

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