DIDACTIC POSSIBILITIES OF MOBILE TECHNOLOGIES IN THE DEVELOPMENT OF STUDENTS' COMPUTATIONAL THINKING

Alimov Mirzokhid Abdumalikovich
Jizzakh polytechnic institute
Jizzakh region, **Uzbekistan**
mirzoxid.a@mail.ru

ABSTRACT

This article discusses some learning opportunities based on an analysis of the experience of using mobile devices as a learning tool and their application in developing students' computational thinking skills. The discussion is informed by scientific, pedagogical, and technical literature on the topic. The potential of mobile technologies for the development of computational thinking among students is a crucial topic in today's education. The aim of this study is to explore this potential and its implications for teaching and learning. This study aims to investigate the impact of mobile technologies on students' development of computational thinking. The primary goal of the research is to identify the pedagogical potential of mobile devices and apps in teaching computer science and programming. The study will explore methods and strategies for using mobile technologies to foster analytical, logical, algorithmic, and problem-solving skills. The findings will inform effective approaches to incorporating mobile technologies into education to enhance students' key skills in information technology. The primary focus of this paper is on the utilization of mobile technologies within a digital learning environment to enhance student computer proficiency. It examines various aspects, including the examination of the characteristics and context of the information society, the incorporation of digitalization into educational systems as a contemporary approach, and the attributes of mobile technologies, with specific emphasis on their significance to the methodological components of instruction and optimization of the educational process with the aim of enhancing student computer literacy through the implementation of mobile technologies.

Keywords: Computational thinking, mobile learning, mobile technologies, educational processes, mobile devices.