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# New Innovative Structures to Have an Interactive Lesson

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**ABSTRACT:** Constructors should pay attention not only for the way of teaching but also they should aim to improve their ability of constructing. Structures should be renewed frequently. Innovations push people to work on themselves

**KEYWORDS:** Innovation, Education System, Higher Education, Modern Educational Technologies, Innovation, Innovative Activity.

Having experienced in teaching and learning for many years, person can make his or her own teaching method as well as innovative teaching method. The most important thing in teaching is teacher's effect on students and the mood of classroom.

I will concentrate on some of the most creative and groundbreaking ways I have practiced or seen in classrooms over the past decade for the purpose of this article.

First of all, The Importance of Creativity should be mentioned in this article. According to a piece written by Dawn Dupriest, titled, according to the National Education Association, Creativity in the classroom is one of the main factor in effective teaching with a quilt, a webpage, group competition and new invented methods of teaching. Let's imagine a factor that, Everybody in their childhood plays a LEGO and builds a house or a piece of objects in their mind but if we pay attention, there are no any kind of repeatable objects. All of these are very amazing and make it very interesting. In teaching also we should be various in every tasks and it would be good if we attract students with new methods. It helps to synthesize knowledge and add fun and meaning into their educational experience. Students of all ages need to learn through development.

Positive cultures in classrooms that promote genuine learning will contribute to more opportunities for students to engage positively with content, their peers and their teachers.

In all your subjects, be it mathematics, science, or history, you carry elements of imagination. Think of ways that their innovative ideas can be created.

Promoting various thoughts, allowing them the opportunity to explore freedom.

One of the other type of effective and innovative educating utilizing a video and audio tools. To complement textbooks during your classes, add audio-visual resources. These may be templates, movie strips, videos, photographs, infographics, or other tools for mind mapping and brain mapping. These instruments will allow their creativity to flourish and develop.

Not only will these approaches improve their ability to listen, but they will also help them better to understand the concepts.

As we mentioned before, Changing type of classroom and methods is a better influence to educate students as well as place of learning. Sometimes, students require to change a place of learning such as outside. It assists people to

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memorize many things. Organize field trips that are important to the lessons or just take learners outside the classroom for a walk.

This will sound new and exciting to students. They will learn and remember what you teach them without making much effort.

A well-decorated, enjoyable, and engaging classroom atmosphere will help stimulate the mind of a student and will help them think and learn better. Such an imaginative and stimulating environment will help them explore and inspire them to learn about the subject. It is not possible to expect children, particularly young people, to sit and learn all day. Moreover, teachers should give some opportunities to students to work gathered. Because it helps people to learn any kind of things with their peers.

Advancement communicates the educational prepare and ascribed not only to its instructional gadget, but moreover to the comes about and mental image of the instructor within the social pith. He expresses openness, acknowledgment of the supposition of others. It is envisaged that the imaginative movement of the educator will be carried out in the flow of collisions and common improvement of different views. The viable usage of the development activities of the educator depends on a number of conditions. It incorporates the assigned communication of the instructor, the unselfish state of mind to reflected contemplations, the genuine eagerness to recognize the rational situation completely different circumstances. As a result of this, the teacher will have a wide run of scope subject (inspiration) that will provide him with his information and scholastic execution. In the movement of the instructor, such subjects (inspirations) as self-activation, self-creativity, self-knowledge and imagination are important.

The pertinence of the graduation prepare: Creation of successful components of advancement movement, presentation of logical and advancement accomplishments, creation of scientific-experimental research facilities, hitech centers and techno parks at higher instructive educate. The abovementioned cases consider the planning of understudies of the professional preparing of higher instruction educate as a modern measure of their proficient academic competence, and to make strides the hypothetical and viable premise of the students' arrangement for inventive action, radar In arrange to guarantee the quality of professional preparing, the presentation of state instructive guidelines, the prerequisites of the rising labor showcase, and the significant social and financial changes within the society require proficient significance of learners to be in a general sense modern.

In this way, the professional preparing of the informatization period is pointed at the exchange of academic staff to inventive movement, the presentation of inventive instructive and data and communication advances within the instructive prepare in higher instruction teach, improvement of progressed remote encounter and focused on preparing, was characterized as the pressing assignment of modernizing the framework of higher instruction. This, in turn, made the need of moving forward the substance of educating and learning exercises in higher instruction educate, inventive shapes and strategies of instructing, the presentation of present day data and communication innovations into hone.

"Innovation" isnot a equivalent word for advancement usage", but a phenomenon associated with the method of development usage within the frame of new knowledge and approaches. It takes after from this perception that "development" isn't as it were a sort of movement, but too an industry, as well as its classification. The circle of innovation will not exist, since any action and any circle can be innovative if there's news (for case, information, innovation, applications, approaches, etc.) is presented to realize a result that's characterized by tall request for it (for illustration, social, showcase, defense). So development implies modern thoughts (innovation, subtle elements, modern ways of life, instruction, administration, labor, benefit, science, data).

The inventive action of teachers is the principle factor in the change of the instruction framework. Quite possibly the main parts of current schooling is the accomplishment of the imaginative character of the instructive action. The more development there is in the academic movement, the better comprehension of the instructor's own test can be accomplished. In it, the educator takes an interest generally in making, applying and improving advancement as the subject and coordinator of the development movement. They look to break down the substance in science and the pith of changes in information and customs.

For the inventive action of educators to be proficient, it is pivotal that e-learning assets be made and utilized in the instructive cycle, in this manner framing an e-learning climate, since the age we live in is the age of an educated society.



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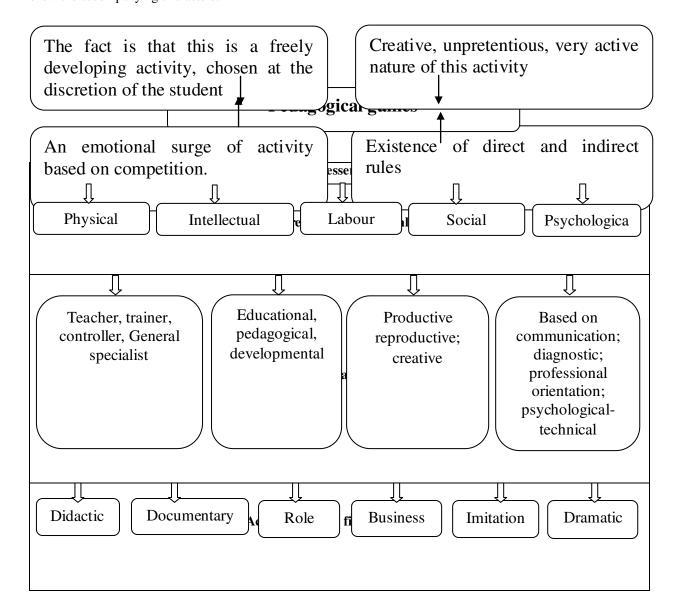
The imaginative action of instructors is reflected in the development of and loading up with the substance of instructive advancements and techniques in the computerized data instructive climate and the legitimate association of the distance learning measure.

The usage of "The organization boomerang" innovation in showing ITE module through an advanced data climate can help essentially improve the adequacy of educating. "The organization boomerang" innovation centers around profound learning, inventive agreement and dominance of the introduced learning material. It is intended to investigate subjects that are of various substance and nature (risky, questionable, important), remembering those for verbal and composed structures.

In addition, Games utilized for instructive objects are called Gaming Technologies.

Game innovation (game training) – all appearances of dominating social experience: this is one of the kinds of instruction (academic innovation) focused on the person, which communicates restrictive instructive circumstances pointed toward shaping the cycle of information, abilities, capabilities and enthusiastic assessment exercises.

Game advances serve to get ready teachers for a specific cycle, in which a specific imperative reality, the underlying abilities for direct investment during the time spent occasions, the development of abilities. Most instructive games show the accompanying characters:

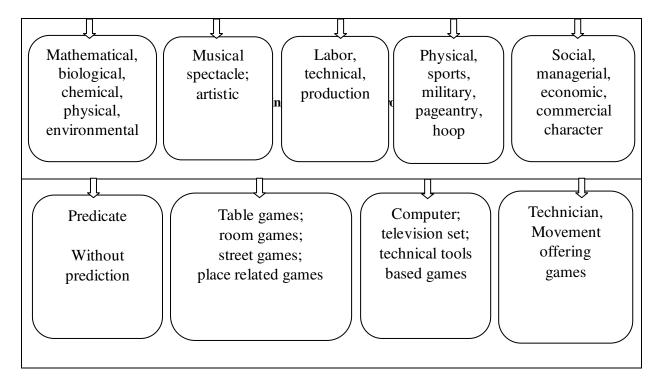




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### **CONCLUSION**

A unused circumstance of communication is the capacity of the instructor to create his possess free position, a unused demeanor to pedagogical science, to himself. The instructor does not cling to his point of see, it is opened and culminated through wealthy shapes of pedagogical tests. In such circumstances, the way of thinking of the instructor, the culture of reason alter, passionate feelings develop. The another condition is the teacher's worth in culture and communication. The teacher's innovation activity is pointed at changing reality, recognizing the arrangement to its issues and methods. In such conditions, the perspective of the educator, the way of life of reason change, enthusiastic emotions create. The another condition is the educator's worth in culture and correspondence. The instructor's advancement action is pointed at evolving reality, perceiving the game plan to its issues and techniques.

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