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# DEVELOPMENT OF THE CREATIVE THINKING POTENTIAL OF STUDENTS THROUGH THE METHODS OF DIGITAL PEDAGOGY

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**Abstract**
The methods of digital pedagogy provide great opportunities for the development of the creative thinking potential of students. Through these methods, students can be encouraged to advance creative ideas, solve problems in a new way, and realize their own creative potential.

**Keywords**: Creative thinking, development, modern education, innovative methods, digital pedagogy, ICT.

## Introduction

Creative potentials are inherent and exist in every person. Under favorable conditions, every child can prove himself. The development of a child's creativity is facilitated by the presence of a genetic basis and conditions of a socio-pedagogical nature. In order for students to develop their creative abilities, it is necessary to constantly create a situation of creative, educational activity that promotes the disclosure and development of natural data. Creative abilities are not only manifested in activity, but also formed in it.

Digital pedagogy is an approach based on the effective and targeted use of digital technologies and resources in the educational process. This approach provides ample opportunities for students to develop their creative thinking potential.

What is creative thinking? Creative thinking is the ability to create new ideas, find unusual solutions to existing problems, apply existing knowledge in a new way, and employ imagination. Creative thinking is considered one of the skills of the 21st century and is important for the success of an individual and the progress of society.

In modern conditions, the most advanced form of professional training is the transformative, innovative, creative activity of a specialist. Involvement in creative activity occurs already at the early stages of a professional career. Production needs independent, creative specialists, proactive, enterprising, able to make a profit, propose and develop ideas, find unconventional solutions and implement economically profitable projects. The upbringing of such a person requires the introduction of new educational technologies, including information technologies, into the educational process.

The use of ICT contributes to the development of students' creative abilities, makes it possible to make greater use of some universal personality traits of the student – the natural need for communication and play, the desire for collecting, order, the ability to create unexpected and

aesthetically significant products. The rich possibilities of presenting information on a computer make it possible to change and enrich the content of education.

Advantages of digital pedagogy in the development of creative thinking:

• Easy access to information: the Internet and digital resources allow readers to easily and quickly access information on a wide variety of topics. This expands their range of knowledge and sets the stage for new ideas.

* Interactivity and fun: digital tools help make the learning process interactive and fun. Students are actively involved in the learning process through games, simulations, virtual reality and other interactive activities.

* Individualization: digital technologies make it possible to adapt the educational process to the needs and interests of each student. This will help develop the specific abilities of students and realize their creative potential.

* Collaboration and communication: digital platforms facilitate collaboration and communication between students. They can work on projects together, exchange ideas and learn from each other.

* Creative expression opportunities: digital tools allow students to express their creativity in different forms. They can paint, create music, montage videos, create websites, and work on many other projects. Ways to develop creative thinking through the methods of digital pedagogy:

**1. Problem learning (Problem-Based Learning:**

* Essence : students are offered to solve Real-life problems and find their solutions. It develops their critical and creative thinking skills.

* Digital tools: online resources can be used to search for information, analyze and provide solutions.

**2. Project-based learning:**

* Essence : students are offered to work on projects independently. It develops their skills in conducting research, analyzing data, finding creative solutions and presenting their own projects.

* Digital tools: digital tools can be used to plan projects, work cooperatively, analyze data and prepare presentations.

**3. Design thinking:**

* Essence : it is a process aimed at creating solutions based on human needs. It includes stages of empathy, problem identification, idea generation, prototyping, and testing.

* Digital tools: digital tools can be used to visualize ideas, build prototypes and communicate with users.

**4. The use of digital forms of music and visual arts:**

* Essence : Music and Fine Arts are powerful tools for developing the creative potential of students. Digital technologies offer them new creative ways of expression.

* Digital tools: digital music creation programs, graphic editors, animation programs and many other tools allow students to show their creativity.

**5. Virtual tours and experiences:**

* Essence: virtual trips allow students to travel to different parts of the world, get acquainted with new cultures and experience historical events.
* Digital tools: real travel can be felt through VR devices, 360 degree videos and other virtual tools.

**6. Digital games and simulations:**

* Essence : Digital Games and simulations help students understand complex concepts, solve problems and make decisions.
* Digital tools: educational games, simulations and other interactive activities help to make the learning process interesting and effective.

**7. Storytelling (storytelling:**

* Essence : Storytelling is a way of using stories to express thoughts and convey information. With digital tools, readers can create their own stories and present them in different forms (text, audio, video, animation).
* Digital tools: scenario writing programs, video montage programs, animation programs, and other tools help students create and present their stories.

Currently, the concept of pedagogical technologies has become firmly established in everyday vocabulary, and their use has become one of the innovative and productive areas of educational development.

All pedagogical technologies are divided into traditional and personality-oriented ones. And speaking of traditional ones, we can note their positive aspects such as the clear organization of the educational process, the systematic nature of learning, the impact of the teacher's personality on students in the process of communication in the classroom. Widely used visual aids, tables, and technical training tools are also of great importance. Traditional technologies have been tested for years and make it possible to solve numerous tasks of informing, educating students, and organizing their reproductive actions.

The situation in education, characterized by a change in pedagogical paradigms, involves not only equipping students with the necessary knowledge, but also education, in the process of which certain value orientations are developed. Modern life requires graduates of educational institutions, firstly, to have deep professional skills and, in this sense, presupposes training in specific types of knowledge and specific types of activities.; secondly, the willingness to repeatedly change their activities (in a professional or non-professional framework), the transition from activities that have already been mastered to more complex (or different) in the shortest possible time and with minimal effort.

Such a requirement presupposes a person's ability to actively develop new types of activities and the associated ability to self-study and continuous learning. From this point of view, the purpose of training and education is the formation of creative activity that allows graduates of educational institutions to generate new ways and types of activities themselves, enter new professional fields and, if necessary, reorient the focus of their work. Today, this implies the requirement not only to broadcast information, but to teach generalized ways of activity, thinking itself.

Recommendations for the effective use of digital pedagogical methods:

• Clear goal setting: determine which digital tool is best suited to achieve the goal of the lesson.

• Technology integration: apply technologies not just as an additional tool, but as an integral part of the learning process.

• Help students: help students build adequate skills in using digital tools.

• Evaluate regularly: regularly assess the impact of digital technologies on educational performance and make changes if necessary.

* Encourage creativity: encourage students to create new ideas, not be afraid to make mistakes and show their creativity.

The development of the creative thinking potential of students through the methods of digital pedagogy makes it possible to make the educational process more productive, interesting and creative. Through the proper selection and targeted use of digital tools, teachers can arm students with 21st century skills and lay the groundwork for their success.

A program for the formation of students' creative thinking using ICT tools has been substantiated and developed. The content of the program for the formation of students' creative thinking is determined by the content of the concept of "creative thinking". At the cognitive level, it includes knowledge about the nature of creative thinking, about ways and means of overcoming psychological inertia, about methods of fantasizing and solving problem situations. The practical level consists of a set of special exercises and tasks, including using ICT tools, aimed at creating subjectively new things in literature (verbal component), visual arts (non-verbal component), as well as solving non-standard situations and problems in various spheres of life (component aimed at solving problematic situations).

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