

THE ROLE OF EDUCATIONAL TOOLS IN THE EDUCATIONAL PROCESS

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Abstract

This article describes the technology of using interactive methods in passing topics that are difficult for students to learn from technology.

Keywords: creative, technology, lesson, interactive, technology, problem, ability.

To ensure the mastery of skills in the study of sciences, to formulate hypotheses, design, conduct experiments, evaluate the obtained results, develop the skills of safe and effective use of laboratory equipment, conduct accurate measurements and adequately evaluate the obtained results level assessment, presentation of scientific evidence for their actions based on interdisciplinary analysis of educational tasks is emphasized.

The teaching tool is a mandatory element of equipping classrooms, as well as an important part of the educational material base of schools of various levels. Teaching aids include various material objects, including those artificially created for educational purposes and included in the educational process as a carrier of educational information and a tool for teacher and student activity.

The term "Educational Tool" means:

"Educational equipment", "educational demonstration and training manuals", "didactic tools".

A teaching tool is an object used by the teacher and students to acquire new knowledge. By itself, this object exists independently of the educational process, and in the educational process it can participate in the subject of assimilation, teaching tool or any other task.

Educational tools - various types of activities, cultural objects included in activities. Today, there is no clear definition of the concept of "teaching tools" in pedagogy. Some authors use it in a narrow sense, in terms of tools that serve to achieve the general educational and educational goals of education.

Others, along with material means, include intellectual means of mental activity, which allow a person to realize indirect and generalized knowledge of objective reality as a means of teaching.

Others divide the study guide into study guides that the student uses to properly master the material and study guides, ie. tools that the teacher uses to create a learning environment for the student.

Others, taking into account educational materials in a broad sense, define with this term the entire content and the entire educational project and the actual tools - teaching aids.

Without in any way denying the value of any developed approaches, we try to consider teaching tools as the most complete system of various subsystems that can reflect one or another approach.

Educational tools should be understood as various materials and tools of the educational process, with the help of which the set educational goals are achieved more successfully and in a reasonably reduced time. The main didactic purpose of the tools is to speed up the process of mastering the learning material, i.e. bringing the educational process closer to the most effective features. [4,228]

Computer as a modern technical tool of education and training:

A personal computer (computer) is a universal teaching tool that can be successfully used in the content and organization of academic and extracurricular activities. At the same time, it fits into the framework of traditional education with a wide use of the entire arsenal of educational tools. The computer can help the student to actively participate in the learning process, maintain interest, understand and memorize the learning material. In addition, all modern projection equipment is multimedia, ie. multi-functional. The term "multimedia" refers to the ability to work with information in various forms, not just digital, like ordinary digital computers. First of all, this is audio and video information.

Currently, in a number of schools in large cities, so-called video classes have appeared, which have many advantages compared to the previously existing ones equipped with equipment and classrooms. The equipment is installed in such a way that the teacher can see the whole class while working with it.

Tasks of computer use in education:

1. providing feedback during the educational process;
2. to ensure the individualization of the educational process;



3. increasing the visibility of the educational process;

4. search for information from the widest sources;

5. modeling the studied processes or events;

6. organization of collective and group work.

It is very important to build education in such a way that the student understands that he is solving the problem, not the machine, and that he is solely responsible for the consequences of the decision. Students lose interest in work if the results of their work disappear at the end of the training, so it is necessary to use what they have done in the classroom when creating software products or developing educational materials.

Of the types of TOC used so far, only the computer solves the following problems:

a) flexibility of educational material (depending on the individual characteristics of students);

b) multi-terminal (simultaneous operation of a group of users);

c) interactivity (to a certain extent, the interaction between the teacher and the student imitating natural communication);

d) control of students' individual work outside the classroom.

Educational game programs help to form learning motivation, encourage initiative and creative thinking, develop the ability to act together, and subordinate one's interests to common goals.

Thus, the computer performs several functions in the educational process: it serves as a means of communication, a creator of problem situations, a partner, a tool, a source of information, guides the student's actions and gives him new knowledge opportunities.

Use of multimedia technologies in the educational process

Multimedia technologies are one of the most promising and popular educational information technologies. They allow you to create whole sets of images, texts and data with sound, video, animation and other visual effects; includes an interactive interface and other control mechanisms.

Interactive whiteboards.

The board is a cognitive window. Over time, he got used to it and, like any instrument, had to change. The intensity of training has increased significantly. Modern youth are mastering all new types of communication using the latest technologies.



The interactive screen has absorbed all the functions of the computer, in fact its modification and continuation. It has a powerful memory and flexible feedback, a soft responsive system, in which a person can work in a normal way - just like a pen in a notebook. The educational process is becoming more flexible. Due to the ease of use and various functions, interactive whiteboards occupy a worthy place where visual presentation and close interactive interactions with the audience are required. Cabinets on humanities and natural sciences

Humanities classes in a modern school require at least one multimedia computer, as well as a projector, screen, overhead projector, slide projector, video player, television and music center.

In addition, you must have:

- in the history section - maps and tables;
- in the art room - plaster slides, slide albums, table easels, paints, colored pencils, easels, brushes, plasticine, consumables and a graphic tablet connected to the computer;
- in the music room - musical keyboard with midi interface, folk instruments, piano and other musical instruments;
- in the foreign language classroom - linguistic mosaics and palettes, magnetic posters, tables, multifunctional constructors for role-playing games, grammar tables, and if there is an opportunity to place several computers in the classroom, then it is possible to organize a linguistic laboratory.

Multimedia as an educational tool

When using multimedia, new teaching methods, new pedagogies and new tools appear. Media education, which is inextricably linked with academic subjects, enriches the educational process with new forms, methods and methods, and allows to increase the knowledge activity of students.

Training in an information and educational environment

Information-educational environment is a systematically organized set of information-technical, educational-methodical support, which is inextricably linked with a person as an educational subject.

The availability of educational information technologies often allows to obtain educational results that cannot be achieved within the framework of a traditional educational environment.

The use of electronic educational resources has a number of features:



1) increasing children's desire to learn and independent educational activities due to the diversity of the material and its increased interactivity and clarity; 2) increase the rhythm of lessons due to the ability to control the speed of learning based on the interactive multimedia component of education;

3) the possibility of organizing individual educational paths for students;

4) achieving complete individualization of teaching: individual work on the computer allows setting the pace of work that is optimal for each student; to determine and choose the most appropriate ways for the student to present information (auditory, visual, kinesthetic);

5) the possibility of introducing the research component into the educational work based on the trial and error method: the student is not afraid of making mistakes, because on the computer he has the ability to go back, undo the wrong step and do it correctly again, thereby achieving the pedagogical goal - to reach the right decision in educational conditions;

6) implementation of objectivity in the evaluation of educational achievements in the classroom with the help of computer diagnostic tasks, which relieves psychological stress in children, helps to form a sense of critical self-evaluation in the child for the work done;

7) gives students the opportunity to work independently in completing homework and preparing for lessons.

Summary

Experience using multimedia presentations, various types of electronic programs will provide the following in the classroom:

- improving the quality of education and the effectiveness of teaching children through the use of modern electronic educational resources;
- additional motivation of students and stimulation of their interest in learning;
- encouraging primary school teachers to use modern electronic educational resources in the classroom;
- preparing for lessons and reducing the time spent during the lesson;
- implementation of the principle of achieving high-quality education through the use of modern education and information technologies in the schools of our country from the primary grade.



- new techniques and software of modern computers help to implement individual educational directions in cases where the rate of development in the subject areas of an individual child does not correspond to the rate of growth of the whole class;

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