METHODOLOGY FOR DEVELOPING PROFESSIONAL PEDAGOGICAL TRAINING OF STUDENTS BASED ON PEDAGOGICAL SOFTWARE TOOLS

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ABSTRACT

In the modern school, whether secondary, general or professional, e-learning tools are developing rapidly today, which is due to the constant improvement of technology. Interactive whiteboards and overhead projectors (ref-projectors), computers, as well as the latest devices for processing data from digital media have emerged and are being used successfully to master the necessary software. Due to the use of the Internet in educational institutions, there is a growing demand for the development and improvement of teaching aids. The article also discusses the advantages and practical significance of the method of developing professional and pedagogical training of students on the basis of pedagogical software.

Keywords: program, method, electronic textbooks, pedagogy, technology, computer Academic

Аннотации

В современной школе, будь то средней, общей или профессиональной, инструменты электронного обучения сегодня быстро развиваются, что связано с постоянным совершенствованием технологий. Появились и успешно используются для освоения необходимого программного обеспечения интерактивные доски и диапроекторы (рефпроекторы), компьютеры, а также новейшие устройства обработки данных с цифровых носителей. В связи с использованием Интернета в образовательных учреждениях растет потребность в разработке и совершенствовании средств обучения. Также в статье рассматриваются преимущества и практическая значимость метода развития профессионально-педагогической подготовки студентов на основе педагогического программного обеспечения.

Ключевые слова: программа, метод, электронные учебники, педагогика, технология, компьютер Академик.

The definition of this concept shows that these are software tools that represent a certain field of science and can be studied using information and communication technology tools. Thus, ESPs create conditions for the implementation of various areas of educational activity. Currently, electronic educational tools occupy an increasingly important place in providing the pedagogical process with information and material. Pedagogical software tools are didactic

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tools designed for partial or complete automation of the educational process with the help of computer technologies. They are considered to be one of the promising forms of increasing the efficiency of the educational process and are used as teaching tools of modern technologies. Pedagogical software tools include: a software product (set of programs) aimed at achieving specific didactic goals in a subject, technical and methodical support, additional auxiliary tools. The wide spread of computer devices and related telecommunication and information technologies leads to the creation of new directions in almost all spheres of society's life. Education is no exception. In the last two to three decades, computer technology, as well as related tools and technologies, have become an integral part of the educational process. Thus, information tools are used to prepare students and organize education in training sessions, they are called differently in different publications. These are educational and pedagogical tools, computer educational tools and pedagogical programs. This concept is more general when considering e-learning tools as well as e-learning publications. Such e-learning tools should be characterized by the highest level of artistic design and execution, complete information, quality of technical implementation and methodological tools. They should also have a coherent, logical and visual presentation. The use of electronic learning tools significantly increases the quality of audio and visual information. It will be more dynamic, colorful and bright. Types of e-learning tools based on modern multimedia technologies are great opportunities in this regard. It should be noted that ESO allows for a radical change in the methods of forming various types of data. If the object studied in traditional visual education has a certain characteristic, with the emergence of information technologies and electronic educational tools, not only specific subjects, but also scientific concepts, the possibility of dynamic interpretation of theories and laws also appeared. Even a teacher who is not familiar with the basics of programming is able to create an electronic learning tool in the form of a list of questions on a certain educational topic, as well as possible answers to them. The use of such tools allows the teacher to be freed from the usual tasks associated with giving separate control tasks for each student, as well as checking the accuracy of their results. This becomes especially relevant in the field of public education. When using such means of e-learning organization, the teacher even has the opportunity to control knowledge more through selfmonitoring. All this allows students to be encouraged to repeat and consolidate the learned material. The advantages of e-learning tools in the form of simulators as one of the methods of mastering programs in training sessions are that they are able to perform three interrelated functions. The didactic capabilities of electronic educational tools allow to identify and eliminate existing deficiencies in the student's knowledge. Since such a simulator, as a rule, is a unique set of test questions, it is much higher than all other types of pedagogical control with its breadth, objectivity and diagnostic speed. Teaching. A similar function of the electronic simulator is that its use allows to activate the work of the student in mastering a certain subject. In fact, when developing such tools, tips and leading questions are included in their program.

Students solve tests and get links to questions or sections of theoretical material where incorrect answers are given. The electronic simulator fulfills its teaching function and gives the student the opportunity to solve a task of the same type or the same level of complexity.

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