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FEATURES OF THE MODERN TEACHING IN SCHOOLS

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Abstract:

The teaching of subjects in modern schools is undergoing drastic changes. The classic triad of a teacher's goals for the first-come out educational and socializing purposes. And the subject content itself, having given up the target function to methods of action, gets a new role-a means of launching and maintaining the processes of self-development and self-knowledge of the student. The solution to this problem is possible thanks to the use of innovative training technologies. The term " Innovation "(innovation) is interpreted as an antonym of the adjective" Traditional", which implies going beyond the typical, most common sets of methods, methods, and techniques of training.

Keywords: Classical triad, innovative technologies, project technologies, interactive technologies, information technologies, presentations, communication technologies, "Environmental disasters and its consequences", lesson-conference, Innovations, Pedagogical technology.

1.INTRODUCTION

The the goal of the innovative approach to the educational process is to develop students opportunities to learn new experiences based on the purposeful formation of creative and critical thinking, experience and research tools.

The main goal of innovative educational technologies is to prepare people for life in an ever-changing world. The essence of such training is to focus the educational process on the potential of a person and their implementation. Education should develop mechanisms for innovation, find creative ways to solve vital problems and help transform creativity into the norm and form of human existence.

The task of technology as a science is to identify a set of patterns in order to determine and use in practice the most effective, consistent educational actions that require less time.

2.MATERIALS AND METHODS

This is why teachers introduce innovative technologies such as:

- differentiation and individualization technologies;
- -design technologies that involve the organization of a lesson in the form of independent design of educational material, which is further structured and modelled in a certain form: graphic, symbolic or symbolic;
- problem-based learning technologies;
- interactive technology;
- information technology:
- multimedia lessons that are based on computer training programs;
- lessons based on electronic textbooks;
- presentations.

3.MAIN PART

Innovative technologies at the lessons of biology. Interactive technologies are gaining more and more recognition today and are used in teaching various academic disciplines. Interactive interaction involves real-time operational feedback between human and human or between human-machine systems (ICT).

"Children's nature requires clarity" this requirement can easily be met by information and communication technologies. A lesson with the use of ICT is a qualitatively new type of lesson. Given the specifics of teaching the subject of biology, age and psychological characteristics of students, the lesson should be a lot of clarity. As a rule, all tables and posters with illustrative material for lessons have long been physically and morally outdated, so the presence of computer programs that can replace a whole Cabinet of educational tables is a very great help for teachers when preparing and conducting modern interesting, non-standard lessons. Working on the topic "Using information and communication technologies in biology lessons", a survey was conducted among students in grades 7-11.

The purpose of the survey is to find out what technologies, forms and methods of teaching biology allow students to better learn new material, consolidate it and remember it.

100% of students noted that thanks to educational presentations, videos, interactive drawings, and animations, the material is learned quickly, easily, and with interest. This is confirmed by the analysis of the quality of knowledge.

The relevance of the application of information and communication

technology (ICT):

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* a qualitatively new type of lesson (dynamic, informative);

• speed of getting the necessary information;

• a wide range of visual AIDS;

* Interest in the subject, high-quality testing of students ' knowledge with the help of simulators;

* acceleration of the learning process through closer interaction between the teacher and students, the desire of students to respond.

Currently, there are more and more new digital educational resources. Their use allows you to save time preparing for the lesson, choose the material that will fully allow you to understand the new material, and diversify the verification and consolidation of the material. With the help of SDR tools, it became possible to show those processes and phenomena that are remote from us in time and space.

All the objects proposed in the SDR can be combined into different presentations for lessons (depending on the type of lesson, the level of preparation of the class, and the tasks set by the teacher). The teacher can also arrange the selected information objects in the desired sequence, prepare material for laboratory and independent work.

For example, when studying plants in the 6th grade, I use interactive games: the simulator "structure of a light microscope", "Structure of plant and animal cells", "structure of a flower". Very great opportunities open up when using ICT in laboratory work. It is not always possible to use live objects. For example, during the laboratory work "Structure and methods of movement of the infusoria-slipper", the computer makes it possible to consider the structure of the infusoria - slipper, a fragment of the film shows the undulating movement of cilia, irritability of the body.

Working in high school, when studying the topics "Environmental disasters and their consequences", I traditionally hold a lesson-conference. Students choose topics, prepare projects, create great presentations, booklets, flyers, etc.

ICTs are successfully used at all stages of the lesson.

Biology lesson in 6th-grade topic: «Benefit. Dry and juicy fruits."

At the beginning of the lesson, to update students 'knowledge, to prepare them for the perception of new material, I work with an interactive drawing "the structure of a flower". (Educational complex 1C BIOLOGY class 6.)

The test mode is selected for operation. Two students mark all the components of the flower in a very short time. This allows you to save time, visually repeat the structure of the flower to all students in the class and instantly check the correctness of the work.

Students go to the blackboard and determine the name of the parts of the virtual microscope, the name of the cell organoids, parts of the flower, find a match between the drawings of objects and their names. Then the computer program shows correct and incorrect answers. If a student makes mistakes, they immediately see them, and the class is discussing them. All students are included in the work.

4.Conclusion

One of the means to achieve high results is innovative technologies, these are fundamentally new ways and methods of interaction between teachers and students that ensure effective achievement of the result of pedagogical activity.

Innovation - the introduction of new forms, methods and skills in the field of education, science and education. In principle, any socio-economic innovation that has not yet received mass, i.e. serial distribution, can be considered an innovation.

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