



PEDAGOGICAL SIGNIFICANCE OF METHODS IN THE EDUCATIONAL PROCESS

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Annotation: Recently, the issue of using innovative technologies in working with children has been increasingly raised in education. The teacher today faces new challenges and new opportunities open up, taking into account their application.

Key words: innovation, pedagogical technologies, methodological approaches, health-saving technologies, project activity technologies, student-centered approach.

Аннотация: В последнее время в образовании всё чаще поднимается вопрос о применении в работе с детьми инновационных технологий. Перед педагогом сегодня встают новые задачи и открываются новые возможности с учетом их применения.

Ключевые слова: инновация, педагогические технологии, методологические подходы, здоровьесберегающие технологии, технологии проектной деятельности, личностно-ориентированный подход.

Recently, the issue of using innovative technologies in working with children has been increasingly raised in education. The teacher today faces new challenges and new opportunities open up, taking into account their application.

The concept of "innovation" in domestic and foreign literature is defined differently, depending on different methodological approaches.

- Technology is a tool for the professional activity of a teacher.
- The essence of pedagogical technology lies in the fact that it has a pronounced phasing (step by step).

– Innovative activity is a special kind of pedagogical activity.

- Innovations define new methods, forms, means, technologies used in pedagogical practice, focused on the personality of the child, on the development of his abilities.

- Innovative technologies are a system of methods, ways, methods of teaching, educational means aimed at achieving a positive result due to dynamic changes in the personal development of a child in modern socio-cultural conditions. The use of modern educational technologies ensures the flexibility of the educational process, increases the cognitive interest of students, and increases creative activity.

Thanks to the introduction of modern learning technologies into the educational process, children with disabilities have a greater chance of acquiring the necessary skills for later life and successful adaptation in society, and increase the level of motivation for learning. The following innovative educational technologies are used in pedagogical practice:

- health-saving;

– technology of project activities;

- developing;

- corrective;

– information and communication;

– technologies of research activity;

– personality-oriented;

- gaming;

- teacher portfolio technology. Now let's look at each technology separately.

Health-saving technologies: their main goal is the formation of a conscious attitude of the child to the health and life of a person, the accumulation of knowledge about health and the development of the ability to protect, maintain and preserve it. The forms of work are:

- gymnastics (morning, eye gymnastics, breathing exercises, finger and dynamic gymnastics);

- physical education classes;
- sports holidays;
- physical education minutes between classes, dynamic pauses;
- walks;
- relaxation;

Project activity: its meaning is to create a problematic activity that is carried out by the child together with the teacher. The knowledge that the child receives in the course of working on the project becomes his personal property and is firmly fixed in the existing system of knowledge about the world around him.

The main goal of the project method is the development of a free creative personality, which is determined by the tasks of development and the tasks of the research activities of children.

Projects vary:

- by the number of participants: individual, pair, group, frontal;
- by duration: short-term, medium-term, long-term;
- according to the priority method: creative, game, research, information;
- by topic: include the child's family, nature, society, cultural values and more.

Information and communication technologies have received their natural development in our "advanced" age. A situation where a child would not know what a computer is is practically unrealistic. Children are drawn to acquiring computer skills. With the help of exciting programs for teaching reading and mathematics, for the development of memory and logic, children can be interested in "sciences".

The computer has a number of significant advantages over the classical lesson. Animated pictures flashing on the screen attract the child, allow you to concentrate. With the help of computer programs, it becomes possible to simulate various life situations. Depending on the abilities of the child, the program can be tailored specifically for him, that is, to focus on his individual development.

Visualization lesson - the presentation of the content is accompanied by a presentation (demonstration of educational materials presented in various sign systems, including illustrative, graphic, audio and video materials).

A practical lesson in the form of a presentation is the presentation of the results of project or research activities using specialized software. Examples of forms of classes using information and communication technologies:

Tasks of teachers: to keep up with the times, to become a guide for the child in the world of new technologies, a mentor in the choice of computer programs, to form the foundations of the information culture of his personality, to improve the professional level of teachers and the competence of parents.

Information and communication technologies in the work of a modern teacher are:

- selection of illustrative material;
 - exchange of experience, acquaintance with periodicals;
 - preparation of group documentation, reports - selection of materials for classes;
 - Familiarity with scenarios;
 - creation of presentations
- Correctional technologies: their purpose is to relieve the psycho-emotional stress of schoolchildren.

Kinds:

- technology of musical influence (music therapy);
- art therapy;
- logarithmics;
- fairy tale therapy;
- color therapy;

Cognitive and research activity: the main goal is to create an experimental activity, in which the child is an active participant. The direct participation of the child in the course of the experiment allows him to see the process and the results with his own eyes. When organizing these technologies, pupils are offered a

problematic task that can be solved by researching something or conducting experiments.

Methods and techniques for organizing this activity are:

- conversations;
- observations;
- modeling;
- fixing the results;
- Didactic games, game training and creatively developing situations;
- Job assignments, actions.

Personality-oriented technologies are technologies that put the personality of the child at the center of the educational system, providing it with comfortable, conflict-free, safe conditions for development. Provides for the preparation of individual educational programs that meet the needs and abilities of each individual child.

Game technology. Practice shows that a lesson using game situations contributes to the emergence of an active cognitive interest of schoolchildren. In such classes, a special atmosphere develops, where there are elements of creativity and free choice. The ability to work in a group develops: its victory depends on the personal efforts of each. At the same time, games have many cognitive, educational functions.

In this case, the use of computer technology becomes especially appropriate, as it provides information in an attractive form, which not only speeds up memorization, but also makes it meaningful and long-term. The use of innovative pedagogical technologies contributes to: - improving the quality of education; - improving the qualifications of educators; – application of pedagogical experience and its systematization; – use of computer technologies by pupils; - maintaining and strengthening the health of pupils; – improving the quality of education and upbringing.

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