



EFFECTIVENESS OF PERSONALIZED EDUCATIONAL TECHNOLOGIES IN PREPARING STUDENTS OF TECHNOLOGICAL EDUCATION FOR TEACHING

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Abstract:

The article talks about the principle of the differentiated educational process that best supports the personal development of students and confirms the essence and goals of general secondary education. The main task of the differentiated organization of educational activities is to reveal individuality, help in its development, settlement, self-expression, resistance to selection and social influences.

Keywords: differential education, education, communication, activity, competence.

Introduction

Differentiated education is about identifying and maximizing the abilities of each student. The use of a differentiated approach at different stages of the educational process is important so that all students ultimately acquire a certain minimum knowledge, skills and competencies.

Classified organization of educational activities, on the one hand, takes into account the level of mental development, psychological characteristics of students, abstract-logical type of thinking. On the other hand, the individual needs of a person, his capabilities and interests in a particular field of education are taken into account. Differentiated educational process is a wide application of different forms and methods of organizing educational activities based on the results of psychological and pedagogical diagnosis of educational opportunities, inclinations and abilities of students.

Game technologies. The choice of game technologies is determined by the principle of the child's activity in the educational process, which is characterized by high motivation, a conscious need to acquire knowledge and skills, efficiency and compliance with social norms, because the game is combined with work and study. is one of the main types of human activity.

The game form of the lessons is created using game techniques and situations that allow students to activate their cognitive activity. In the planning of the game, the didactic goal becomes a game task, the educational activity is subject to the rules of





the game, the educational material is used as a tool for the game, an element of competition is introduced into the educational activity. turns the didactic task into a game task, and the successful completion of the didactic task is related to the outcome of the game.

The project method is not fundamentally new in world pedagogy. Based on the idea of free education, the method is now fully developed and becoming an integrated component of the structured education system. But its essence remains the same - to stimulate children's interest in certain problems that require certain knowledge and to solve these problems through project activities, to develop the ability to apply the acquired knowledge and develop critical thinking. provide thinking. It is a comprehensive teaching method that allows the educational process to be built based on the interests of the students, gives the student the opportunity to show independence in planning, organizing and controlling his educational and cognitive activities. , its results must be "exact". , that is, if it is a theoretical problem, then its specific solution, if practical - a concrete result, ready for implementation. The project method is based on the development of students' knowledge and creative interests, the ability to build their own knowledge independently, the ability to act in the information space, and the development of critical thinking.

The rapid development of computer technologies and the expansion of its functional capabilities lead to the widespread use of computers at all stages of the educational process: in lectures, practical and laboratory sessions, in the independent learning process, as well as in monitoring the level of mastery and self-monitoring. allows. from the study material.

The use of computer technologies has significantly expanded the possibilities of lecture experiments, allowing to simulate various processes and phenomena that are technically very difficult or simply impossible to demonstrate on a full scale in laboratory conditions.

Internet technologies are important for work. They help both the teacher, the teacher and the student in the study of any topic, provide a wide range of educational or methodological material.

Various illustrative materials, multimedia and interactive models will raise the educational process to a completely new level. The psychological factor cannot be ignored: a modern child is more interested in perceiving information in this form, rather than using outdated charts and tables.

When using a computer, information is presented not as a static, silent image, but as a dynamic video and sound sequence, which significantly increases the effectiveness of learning the material.





Thus, modern pedagogical technologies, combined with modern information technologies, allow to significantly increase the effectiveness of the educational process and solve the problems facing the educational institution in terms of raising a comprehensively developed, creative and free person.

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