INNOVANIVE TECHNOLOGIES AS IMPROVING FACTOR OF EDUCATIONAL ACTIVITIES

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Abstract.*In this paper we discuss the problem of innovative technologies in educational activity in learning process. We have extensive experience in the use of innovative technologies that increase the educational and creative of students and ensure the effectiveness of the educational process.*

***Key words:** teaching technologies, interdisciplinary, educational disciplines, learning problems, graphics, animation, video, and audio.*

Introduction

The activation of educational activity in informatics is a purposeful matter that occurs in the learning process. To date, a number of developed countries have extensive experience in the use of pedagogical technologies that increase the educational and creative of students and ensure the effectiveness of the educational process. Psychological and didactic requirements for the activation of educational activities in informatics include:

➢ ensuring the unity of educational, educational and developmental tasks in the process of teaching computer science;

➢ didactic principles of education: scientific, systematic, consistent, conscious, active, differentiated, practical, professional orientation in education, strengthening the connection of scientific, collective and other educational activities;

➢ the formation of tension and emotional environment in the learning process;

➢ to establish the use of various methods and means of teaching, focusing on the activation of the educational activity of students, creative activity;

➢ to systematic independent learning, establish constant, continuous monitoring, control, assessment of knowledge of the educational process;

➢ to stimulate the educational and creative activity of students;

➢ to familiarize students with the structure, sequence and content of tasks that activate the learning process, etc.

The main task of the teacher in activating the learning process of is to create means of students. If it is possible to create an activating tool for students, then for this it is necessary to consider the following basic rules:

~ the choice of the activity of students at each stage of the learning process within the framework of the learning objectives (educational, pedagogical, developing);

~ ensuring the integrity of the education system;

~ identify the relationship between the elements of the education system (goal, content, form, method, means and means of managing education) and with each other in the system of means: technical, didactic means, etc.) and activation;

~ each component of the education system has a specific role to play in activating students': motivation, fast delivery of content, direction, willpower and assessment;

~ taking into account the fact that the content of education as a component of the education system, methods, forms of organization of educational activities are more conducive to enhancing the activities of students, etc.

In conclusion, we can say that the organization of the educational process on the basis of the learning activity of students solves the problem of personal activity and brings students closer to the level of the teacher's activity.

Game learning technology **.** A game is a type of human activity used in the educational process to develop skills and abilities by performing various actions with an object in various situations. The game can be divided into computer, simulation, sports, economic, military, business and entrepreneurial and can be used directly in the educational process.

Problem-Based Learning Technology . Problem-based learning is learning that serves to develop students' skills and competencies, such as creative exploration, a little research, making certain assumptions, substantiating results and drawing certain conclusions.

Communicative learning is a method of teaching students based on communicative communication (oral communication, initiative). These include debate, workshops and other technologies to develop students' speaking skills.

Conclusion

We discuss the problem of innovative technologies in educational activity in learning process. We have extensive experience in the use of innovative technologies that increase the educational and creative of students and ensure the effectiveness of the educational process.

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