METHODOLOGY OF TEACHING INFORMATICS AND THE USE OF TECHNOLOGY IN HIGHER EDUCATION

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ANNOTATION

In this article, the future teacher of Informatics considers the importance of the subjects "fundamentals of Informatics and computing techniques", "Informatics" and "Information Technology", taught in secondary schools, academic lyceums and vocational colleges of the growing generation, the principles of distinguishing their content. In modern education, there are methodological manuals and feedback on the interactive approach to teaching wedexinformatics and Information Technology in educational institutions.

Keywords: Informatics " and " Information Technology, Technology, Information, method, gaming technology

The future teacher of Informatics needs to understand the importance of the subjects "fundamentals of Informatics and computational techniques", "Informatics" and "Information Technology", the principles of distinguishing their content, as well as their relationship with other disciplines, taught in secondary schools, academic lyceums and professional colleges of the growing generation.The subject" Informatics teaching methodology " is intended for students to perform multi-plan tasks in practical classes. In the process of performing practical training, students use the theoretical knowledge they previously acquired.

Practical classes are held with the aim of determining how much theoretical knowledge the student has mastered. In practical classes, students analyze the reference on the subjects and further enrich their knowledge by engaging in discussions on the practical aspects of the subject. It is also recommended to achieve strengthening of students ' knowledge based on textbooks and teaching aids, to use disseminated materials, to increase the knowledge of students by publishing scientific articles and theses, to prepare visual weapons and didactic materials on topics, etc.Students in the subject" methodology of teaching Informatics " should be armed with the following knowledge: concepts about Informatics and information technology; the role of Informatics and Information Technology in the life of each person and in the development of society; the essence and didactic capabilities of technical and software tools of Informatics; new pedagogical and information technologies and their application in the educational process."Informatics" as a prize of Science and education.Informatics as a subject of study is inextricably linked with the science of Informatics and its development. Therefore, the science" theory and methodology of teaching Informatics and information technology " is primarily based on the methodology of Informatics. In his conclusions, he relies on the general principles of education and upbringing. As you know, these principles are developed by pedagogy and didactics. In addition, the science" theory and methodology of teaching Informatics and Information Technology " also directly uses the laws adopted by the sciences of Physiology and psychology.One of the main goals of education, the specificity of informatics as a science, its role and significance in the system of Modern Sciences, its importance in the life of the current society, can determine the goals of teaching "informatics" as follows: the

formation of computer literacy in students; ensuring that students firmly and consciously master the basics of knowledge about the processes of information processing byering, transmission and its use; revealing to students the importance of Information Processes in the formation of a modern scientific picture of the world, the importance of new information and communication technologies in the development of society; the formation of skills of conscious and rational use of computers.

The main goal of teaching Informatics and Information Technology Educational Science in secondary education is to teach the growing generation to develop skills for working with modern information technology tools, the ability to independently, logically and algorithmically think, and to apply the knowledge gained in life. Today, in secondary schools, the science of Informatics is among the main subjects. Therefore, in the current informed time, there is a great need for personnel who know computer technology, can work with various programs.

That is why it is advisable for Informatics teachers in schools to organize classes so that they are interesting and understandable. The importance of using gaming technology in computer science lessons is great.

Activities that activate and accelerate the main requirements of gaming technology are organized. In computer science lessons, several effective aspects of the application of Game technologies have been analyzed by scientists as follows, namely, in combination with Labor and study, one of the main types of activity. Psychologists note that the psychological mechanisms of playful activity approach the fundamental needs of the individual to manifest himself, to make his place in life stable, to self-control, to realize his capabilities. In Informatics lessons, the game is defined as a type of activity in situations aimed at mastering and recreating social experiences, and in it the control of the individual's own behavior is formed and improved. Playful activities will be dedicated to performing certain functions, which in turn cover the following parameters.

❖ Charm

❖ Communicativity

❖ Implementation of its capabilities

❖ Healing

❖ Diagnosis

 ❖ Interethnic dialogue

❖ Socialization advantage of the use of Game technologies in lessons the sides show that the student will be formed in young people to continue first, after an in-depth analysis of each set topic, using entrepreneurial games in Informatics lessons, the essence of which as a new technology will be as follows.

• Consistency of the content of educational material presented as an imitation model of production.

 • Creation of components of future professional activity in the model of Game training.

• To bring the learning process style closer to the real conditions of filling in the needs of knowledge and putting them into practice.

• The erudition of the playing teacher. There are several other advantages to applying gaming technologies to classes, in which it is possible to observe how students view the information being given, which we can consider through the example in Aries.

For example: the reader will need to know the rules of the law to communicate before communicating with the computer.

1. Electromagnetic radiation produced by the Monitor can affect the human body, so it is necessary to be careful and take some measures to neutralize the harmful field.

2. If you are not using a computer, do not turn on the monitor and system unit for a long time. This may seem inconvenient at first glance, but do not ignore this recommendation, since the price of incompatibility can be very high;

3. Place the computer in the corner of the room or so that it is not near or behind those who do not work. Electromagnetic radiation emitted from the side and back of the monitor (in these places its level is the highest) is necessary so that it does not harm the health of the user and others.

4. During Operation, use a special protective screen, which will significantly reduce the activity of the electromagnetic field emitted from the computer screen;

5. Place the Monitor away from you; the main tasks of Computer Science and Information Technology Education in secondary education: to give students knowledge about information and communication technologies and their application in practice; to be able to correctly carry out the technologies and main stages of solving problems on a computer in a walkthrough; to provide knowledge of algorithmic structures, the basics of algorithmization and programming; ; mental development of students, expansion of their scientific worldview, formation of the ability to think logically; compliance with universal values in them by teaching the culture of the use of information and communication technologies, the formation of basic competencies aimed at motivation and necessary for them to continue in the later stages of Education.

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