

Although information technology is well developed, it is not considered the main means of education. For this, it is necessary to make changes in the curriculum and teaching methods. The use of new technology requires a lot of preparation time for teachers. It is necessary for every teacher to search, create creative work, get acquainted with advanced practices of far and near foreign countries and apply them in everyday life.

This teaching tool is so powerful that it exchanges new types of teaching and teaching methods with other colleges. The college has the opportunity to teach the subject of telecommunications. There are not enough methodological complex, necessary programs for teachers and students, textbooks and aids in the Kazakh language. Some subject teachers have used the Internet little or not at all. Although colleges are equipped with new information technologies, there are not enough courses to improve the knowledge of teachers on this topic, that is, to prepare teachers. In addition to general education, studying the experience of advanced countries, improving one's own knowledge, innovation, best practice, learning computer communication is the professional duty and necessary duty of every subject teacher. Although all the tools are sufficient, if the education of the subject teacher is low, the students' knowledge of telecommunications will decrease, which will affect the development of the telecommunications environment in Kazakhstan in the future.

References

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IMPROVING LESSONS THROUGH THE USE MODERN TECHNOLOGY "DESIGNER"

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The widespread development of information technologies and their penetration into all spheres of society is a global trend in the world development of recent decades. Currently, in connection with the development of computer technology and modern means of communication, information technology of education is increasingly being discussed. Mastering the skills of these technologies largely determines the success of the future professional training of current students.

One of the priority directions of the process of informatization of modern society is the informatization of education - the introduction of new information technologies in the education system.

Our time sets before teachers the task of improving the quality of education, a solid mastery of the basics of science, and ensuring a higher level of teaching. Universities are abandoning the traditional form of education, which does not take into account the individual abilities of each student. Updating education requires the creation of new textbooks and training programs, the development of new teaching methods.

One of the new learning tools are lesson constructors. The use of new interactive learning tools leads to a change in the content of education, learning technology and relationships between participants in the educational process. The use of the "Constructor" technique improves the teaching process, increases its efficiency and quality.

The lesson constructor is a class of information services that provides an opportunity for teachers to create their own educational content.

Lesson constructors can contain all the most important components - the ability to post informational content and tasks for verification, including tests. Most constructors do not require

registration from students - just follow a special link or enter a code. This mechanism simplifies the work for both the teacher and the student.

Constructor websites represent an innovative computer animation technology that combines sound, text, video, animation and graphics in a reliable computer system. The system of sites "Designer" is relevant for study, because their appearance produces grandiose revolutionary changes in the fields of education.

You can use programs such as GeoGebra, Quizizz.com, learningapps.org, kahoot.com, etc.

GeoGebra is a free cross-platform dynamic math program for all levels of education. This program includes geometry, algebra, tables, graphs, statistics and arithmetic in one easy to use package. GeoGebra analyzes functions, solves problems, builds graphs. With its help, you can create drawings, solve geometry problems, develop animations, create 2D, 3D figures, interactive videos with subsequent placement on the Internet.

Kahoot is a gaming learning platform. With its help, you can create a test, survey, educational game or arrange a marathon of knowledge. The use of the Kahoot program is great for testing students' knowledge in class.

Tasks created in Kahoot allow you to include photos and even video clips in them. The pace of quizzes and tests is regulated by introducing a time limit for each question. If desired, the teacher can enter points for answers to the questions: for correct answers and for speed.

The next activity constructor is Quizizz. The functionality of the Quizizz web service is similar to Kahoot, but with some differences. In the Quizizz service, the teacher has the opportunity to better manage the group, monitor the individual work of each student.

Learning Apps is a completely free online service. This interactive task constructor is designed to support the learning process through interactive modules (exercises). At the same time, both a teacher and a student can create interactive modules based on ready-made templates. Students can test and consolidate their knowledge in a playful way.

Using this constructor, you can create examples and answers to them. Students must solve the example, find the answer in the constructor, and connect the answer to the example. Also, the site itself checks the correctness of the solution and indicates with a green rim if the examples are solved correctly.

Nearpod is an interaction app that brings educators and students together on the same platform. Nearpod gives you the opportunity to use mobile devices as a means to enhance the effectiveness of learning. Moreover, mobile devices can be used both for training and for organizing and conducting classes. This constructor can be used when explaining a new topic.

The essence of modern information and communication technologies lies in their versatility and versatility. How to unleash this potential specifically for the educational process is the main multifaceted problem of improving education based on information technology. Its successful solution will contribute to improving the quality and accessibility of education at all levels - from schools to systems for training and retraining specialists, integrating the national education system into the scientific, industrial, social and cultural information infrastructure of the world community [1].

References

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