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MODELING OF SCHOOL CLASSES USING INNOVATIVE TECHNOLOGIES

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Abstract
The article discusses the features of modeling classes in a modern school based on innovative pedagogical technologies. The author analyzes the need for transition to student-centered learning, the use of game, project, communicative, information and communication and health-saving technologies. It is shown that the introduction of innovative technologies contributes to the development of cognitive activity of schoolchildren, strengthening their independence and the formation of readiness for lifelong learning.

Keywords: Innovative technologies, lesson modeling, critical thinking, gamification, ICT, project activities, interactive teaching methods, health-saving technologies, communication technologies, modern school.

Introduction

All over the world and in our country, significant changes are currently taking place in the world and national education policy. They are determined by the desire to transition to the positions of personality-oriented pedagogy. This becomes possible only under the condition of the implementation of the variability of educational processes, in connection with which various innovative types and types of educational institutions appear, which require deep scientific and practical comprehension. School! How many memories arise at the mention

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of this word. This is a whole world, a home, the native walls of which we remember all our lives. This is the music of our childhood, which resurrects warm and bright memories in us. It seeps into the heart like rain, drop by drop, and revives it. We, teachers, creators of this music, composers who create beautiful melodies from a cacophony of sounds and notes.

Each child is this melody. Quiet or sonorous, sad or cheerful, but always alive and bright. "I know no greater happiness for a composer than to write a simple song, which in five to ten years will become a folk song, and in the meantime the name of its creator will be forgotten." The task of the teacher and the school is to create a single song from these incoherent melodies.

School cannot give a person a stock of knowledge for life. But it is able to give the student the basic basic guidelines of basic knowledge. The school can and should develop the cognitive interests and abilities of the student, instill in him the key competencies necessary for further self-education.

The priority direction of the development of the modern school has become the humanistic orientation of education, in which the leading place is occupied by personal potential. It involves taking into account the needs and interests of the student, the implementation of a differentiated approach to learning.

It is difficult to imagine a modern lesson without the use of new information technologies. It is not so much about the material and technical equipment of the lesson, as about the use of new forms and methods of teaching. Since the main goal of teaching foreign languages is the formation and development of the communicative culture of schoolchildren, the task of the teacher is to create conditions for practical language acquisition, to create real and imaginary situations of communication in a foreign language lesson using various methods of work. The task of the teacher is to set cognitive tasks for students, to familiarize students with the cultural values of the native speaker. Modern pedagogical technologies such as cooperative learning, project methodology, the use of new information technologies, Internet resources help to implement a personality-oriented approach to learning, provide individualization and differentiation of learning, taking into account the abilities of children, their level of learning.

Innovations, or innovations, are characteristic of any professional activity of a person and therefore, naturally, become the subject of study, analysis and implementation. Innovations do not arise by themselves, they are the result of scientific research, advanced pedagogical experience of individual teachers and

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entire teams. This process cannot be spontaneous, it needs to be managed. Therefore, there is a great interest in this topic, the topic of the introduction and application of innovative technologies in the process of education in modern schools and obtaining high results from their use.

In the dictionary of S.I. Ozhegov, the following definition is given: "new – created or made for the first time, appeared or arose recently, instead of the former, newly discovered, relating to the immediate past or to the present, insufficiently familiar, little-known [8:435].

The term "innovation" comes from the Latin "novatio", which means "renewal" (or "change"), and the prefix "in", which is translated from Latin as "in the direction", if translated literally "innovatio" - "in the direction of change". The concept of "innovation" received a new life at the beginning of the 20th century in the scientific works of the Austrian and American economist J. Schumpeter as a result of the analysis of "innovative combinations" and changes in the development of economic systems.

Innovation is not just any innovation or innovation, but only that which seriously increases the efficiency of the existing system [1]. This means that innovation is, on the one hand, a process of implementation, and on the other hand, it is an activity to introduce something new into a certain social activity.

In his study, E.E. Kuchko provides a classification of innovations, which can be divided according to a number of characteristics and certain subsections in each of them [4:61].

Educational institutions are faced with new tasks, which cannot be solved by working in the old way, without developing and implementing any specific innovations. In this regard, pedagogical approaches and innovative technologies are of particular relevance today, focused not so much on the assimilation of knowledge, skills and abilities by students, but on the creation of such pedagogical conditions that will enable each of them to understand, express and realize themselves (develop their social and personal competence).

There was a need to use new techniques and SOT in their activities.

"Educational technology" is a process system of joint activities of students and teachers in designing (planning), organizing, orienting and adjusting the educational process in order to achieve a specific result while providing comfortable conditions for participants.

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Since in modern primary school the personality of the child and his activities come first, the following can be distinguished among the priority technologies that meet the requirements of the Federal State Educational Standard:

Technology of game teaching methods

Health-saving technologies
Project activities
Information and communication technologies
Problem-based learning
Communication technologies
Technologies for the development of critical thinking

Technology of game methods

The importance of play in the classroom can hardly be overestimated. Here the child's horizons and ingenuity develop. The game makes it possible to switch from one type of activity to another and thereby relieve fatigue. Games, with their content, form of organization, rules and effectiveness, contribute to the formation of skills to analyze, compare, and contrast.

Pedagogical games are a fairly extensive group of methods and techniques for organizing the pedagogical process. The main difference between a pedagogical game and a game in general is that it has an essential feature – a clearly set goal of learning and a corresponding pedagogical result.

According to the nature of the pedagogical process, the following groups of games are distinguished:

Educational, training, controlling, generalizing.
Cognitive, educational, developmental.
Reproductive, productive, creative.
Communicative, diagnostic, and other

The typology of pedagogical games by the nature of the game method is as follows:

subject, plot, role-playing, business, imitation, dramaturgical – in all school disciplines.

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Health-saving technologies

The use of these technologies makes it possible to evenly distribute various types of tasks during the lesson, to determine the time for the presentation of complex educational material, to allocate time for independent work, to apply TCO normatively, which gives positive results in learning.

Organization of the lesson from the point of view of health preservation

Eye Exercise
Finger gymnastics
Physical minutes
Tasks with health-saving content
Emotional discharge

Project activities

The project method is a set of educational and cognitive techniques that allow students to acquire knowledge and skills in the process of planning and independent performance of certain tasks with the obligatory presentation of the results.

We understand that projects in primary school are a difficult task. Children are still too young to design, especially in the 1st grade. Most likely, we will not talk about full-fledged projects completed by students on their own. These will be only elements of project activity in its classical sense. But for the kid it will be his project.

in extracurricular activities elective art studio "Colorit"
"in the lessons of the world around us, technology, visual arts
ICT Art

Information technologies turn learning into an exciting process, with elements of a game, and contribute to the development of students' research skills. The technology of conducting lessons using modern technical means and new information technologies trains and activates memory, observation, ingenuity, concentrates the attention of students, makes them evaluate the information offered in a different way. A computer in the classroom significantly expands the possibilities of presenting educational information. The use of color, graphics, sound, modern video equipment allows you to simulate various situations. And this, in turn, allows you to increase the motivation of students to study. With the

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help of parents, students prepare messages and create mini-projects with presentations on various topics of lessons on the world around them, using Internet resources and other sources. Children are so interested in this type of work that they look through the textbook in advance, get acquainted with the topics that we will study in subsequent lessons and prepare presentations for them.

Visual Aid

sound design of music lessons
Presentations for lessons
Tests
Problem-based learning
is the creation of problem situations in educational activity and the organization of active independent activity of students to solve them, as a result of which there is a creative mastery of knowledge, skills, and development of thinking abilities.

Creating problem situations

Teaching students in the process of solving problems
combination of search activity and assimilation of knowledge in a ready-made form
Communication technologies
Work in groups
Work in pairs of shift staff
Work in pairs of permanent staff
Technology for the development of critical thinking.
Most of all, I was interested in the RCM technology, since this technology allows you to build the educational process on scientifically based patterns of interaction between personality and information, the technology is aimed at developing skills for working with information, the ability to analyze and apply this information.
The main motives for the introduction of the technology for the development of critical thinking:
guarantee of achievement of learning outcomes;
parity relations between the teacher and students;
the possibility of students working in pairs, in groups;
the ability to communicate with friends;

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the ability to choose the level of training;
the ability to work at an individual pace;
"soft" control in the process of mastering the educational content.

Purpose of the technology:
Ensuring the development of critical thinking through the interactive inclusion of students in the educational process.
The technology for the development of critical thinking gives the student:
- increasing the efficiency of information perception;
- increasing interest in both the studied material and the learning process itself;
- the ability to think critically;
- the ability to take responsibility for one's own education;
- ability to work in cooperation with others;
- the desire and ability to become a person who learns throughout life.

The technology for the development of critical thinking gives the teacher:
directs the efforts of students in a certain direction;
collides different judgments;
creates conditions that encourage independent decision-making;
gives students the opportunity to draw conclusions independently;
prepares new cognitive situations within existing ones.

There are many TRCM techniques:
1. Prediction tree
2. ZUKH table
3. "Fishbone" or "Fishbone" scheme
4. "Thick and thin questions"
5. Clusters
6. Table "Plus-minus-interesting"
7. "Chamomile of questions" ("Bloom's chamomile")
8. "Six Thinking Hats"
9.Cinquain
10. Reception "RAFT"

Today's education must adapt to the growing generation. Things to consider Features of today's children and introduce new technologies in modern schools. Soviet principles of teaching are becoming obsolete — in 2024, it would be

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strange to rewrite a huge exercise by hand or study an outdated textbook published in the last century.To make learning more lively and interactive, gamification is used: elements of games (including computer and video games) are introduced into the educational process.

Gamification changes the attitude to mistakes — children are no longer afraid of a conditional deuce. The ability to replay the mission is an important principle in a computer game. You can look for a solution as much as you want and find new options every time. At Foxford Home School, where students from all over the world study remotely, gamification is already successfully applied in practice. For completing homework, children receive XP (experience points). Just like in your favorite computer games! Each exercise has a level of difficulty: from introductory to Olympiad. The more difficult the task and the fewer hints you spend on solving, the more XP you get. Experience points are summed up and allow students to move from an easy level to a more difficult and interesting one.

Visual means and technologies are increasingly used in the educational process. The point, again, is in the peculiarities of the current generation.Children do everything with the help of YouTube - they make their own hands, cut their hair and makeup, unpack parcels and learn languages. Statistics show that 85% of teenagers use YouTube all the time, with 80% of them claiming that videos are a way for them to learn more about their hobbies. It is not surprising that teachers are increasingly using videos, films and recorded lectures in teaching.

With the spread of modern educational technologies, children will be able to study school subjects using virtual and augmented reality. For example, by wearing a VR helmet, the child will be able to watch historical events and even participate in them! Such learning is called immersive; it creates the effect of presence and allows you to live an experience that is impossible in the real world. Such an exciting modern format of learning will allow you to absorb information better, because it is better to see once than to hear a hundred times.

Innovative learning technologies at school are developing rapidly, and future generations will learn in a completely different way than our grandparents. Schoolchildren will enjoy full digitalization, OLED displays, learning with artificial intelligence, gamification, and the possibility of immersive learning. But in part, the future has already arrived, because you can get a Russian school education from anywhere in the world right now — at Foxford Home School.

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