



USE OF MULTIMEDIA FOR THE IMPLEMENTATION OF VARIOUS METHODS OF LEARNING

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Abstract

This article discusses the possibilities of using multimedia posters in the process of implementing various teaching methods. To study the possibility of implementing the principle of visualization of learning, a series of multimedia posters on the topic "Personal Computer Device" was created in the Glogster environment and a series of classes were conducted using them in high school. The article presents different options for using posters in teaching computer science with examples of specific tasks from the course of computer science, describes the elements of the methodology for studying the topic "Personal computer device".

Keywords: Multimedia poster; teaching methods; the principle of smooth learning; modern educational technologies; electronic educational resources.

The principle of visualization of teaching is one of the oldest and most important principles in modern didactics. Jan Amos Comenius called it the "golden rule" of learning [4]. Since 80 % of all information received by a person is received with the help of the organs of vision, there has always been an acute question about the methods for implementing the principle of visual learning. Before the advent of information technology, teachers in the classroom used only the oral saying of the material, resorted to such a teaching method as a conversation, and also used various visual aids on a printed basis.

Since the beginning of the new century, various multimedia tools have been included in education, which contributes to improving the quality of the presentation of educational material, increasing the interest of students, increasing students' motivation for learning activities, as well as stimulating mental activity and developing students' creative abilities.



In addition to the well-known multimedia tools, such as presentations, videos, flash animations, one more educational tool should be paid attention to - multimedia posters.

The purpose of this study is to consider the possibility of using multimedia posters for the implementation of various methods of teaching computer science at school. To achieve this goal, we created a series of multimedia posters on the topic "Personal Computer Device" in the Glogster environment [3].

The implementation of the educational, upbringing and developmental function of learning depends on the choice of teaching method. The teaching method is a way of organizing the cognitive activity of students; a way of interaction between a teacher and students, aimed at mastering students' knowledge, skills and abilities, at the development of students and their upbringing [2]. AND I. Lerner and M.N. Skatkin identify five teaching methods, and in each of the following, the degree of activity and independence in the activities of students increases: explanatory-illustrative, reproductive, method of problem presentation, partially search, or heuristic, method and research method.

In our opinion, the most appropriate method for using multimedia posters is the explanatory and illustrative method. When using the multimedia poster "Personal Computer Device", the teacher, using the "Computer and Information" diagram, clearly shows students how the main computer devices interact with each other and what actions with information this or that block of devices is responsible for.

When using the following posters of this series, using this method, the teacher, talking about certain devices, shows images of these devices, a diagram of their interaction.

The reproductive method is usually used at the stages of updating the acquired knowledge, as well as consolidating the studied material. For example, when repeating the material of previous lessons, the teacher, using the image and diagrams on the multimedia poster, can ask a series of questions for repetition. For example, which devices are input devices and which are output devices, what are the main components of a computer architecture, etc.



The method of problem presentation is actively used by the teacher at the stage of setting the goal of the lesson. The teacher creates a problem situation and, as it were, leads the students to solve it. This technique was used at the beginning of the lesson after the video "Personal Computer Device" was shown. Pupils must formulate the topic of the lesson and the goal arising from it.

The partial search or heuristic method can be used as follows. The children are offered images of various external PC devices placed on an interactive whiteboard. Two students are invited to go to the board and distribute all the images into two groups: input and output devices. After completing the task, the teacher opens the poster "Input-output devices" and the class checks the correctness of the task using it. Using this method, students apply logical thinking, and by updating the already acquired knowledge, reasoning, life experience, they independently come to the answer to the question posed.

When implementing the research method, students form such elements of creative activity as an independent transfer of knowledge and skills to a new situation; identification of a new function and structure of the object; independent combination of the known methods of activity of the new; alternative approach to finding a solution to the problem.

use this method at the stage of homework. A possible use of the exploratory teaching method is to invite students to observe and summarize what input and output devices they use in their daily lives. Here, the teacher can offer the children to arrange the results of the study in the form of a presentation, report, abstract, or even create their own multimedia poster on the topic covered, which would contain photographs of PC peripherals that students use at home, indicating models and characteristics.

Thus, having considered the options for using multimedia posters in teaching computer science, we came to the conclusion that it is possible with the implementation of all teaching methods and contributes to the activation of attention, perception, thinking, imagination, memory and cognitive processes, which is a priority goal of modern education. With the help of these methods, students turn on logical and creative thinking, as well as increase motivation to study the subject of computer science and learning in general.



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