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OPPORTUNITIES FOR USING THE LEARNINGAPPS.ORG PROGRAM IN THE EDUCATIONAL PROCESS

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In the context of globalization, the development of information technologies leads to the formation of new ways of using the Internet. At the present stage of the development of society, when the goal of education is to create the conditions for maximum development of the personal potential of each trainee, social services Web 2.0, the main features of which are interactivity and socialization, can contribute to the optimization of the teaching process. The advantage of Web 2.0 is the ability to attract all students to participate in the educational process, not only as consumers of educational content but also as its active creators. Web 2.0. Technologies contribute to the fact that the center of the pedagogical process is a student who becomes more autonomous in terms of managing the learning process and more active in creating educational information and interacting with other participants in the learning process.

LearningApps.org is a Web 2.0 application to support learning and the teaching process through interactive modules. Existing modules can be directly included in the content of training, and they can be modified or created online. The goal is also a collection of interactive blocks and the ability to make them public. Such blocks (the so-called applications or exercises) have their value, namely, interactivity.



Fig. 1. Working environment Learningapps.org

The Learningapps.org service is designed to support the learning process through interactive applications. Learningapps.org allows you to create and use online tasks of various types online: quizzes, inserting omissions into text, crossword puzzles and games with letters for composing words, puzzles, pick up a pair and much more.

The service is interesting not only use different templates, various types of intelligent interactive tasks, but the fact that you can create an account for their students. [1]

LearningApps.org presents a variety of ways to use interactive applications in the organization of educational and cognitive activities. Practical acquaintance with resources LearningApps.org greatly expands students' ideas about the possibilities of using ICT in the learning process, and the need for independent development of educational applications actualizes their psychological, pedagogical and subject knowledge, providing a connection between theory and practice. In addition, the use of the web service LearningApps.org in the process of studying the pedagogical disciplines forms a bank of training applications that can be used by students during the passage of pedagogical practice. [3]

Web 2.0 opens up wide opportunities for educational practice: the use of free electronic resources that can be used for educational purposes; Independent creation of network content; Interpersonal interactions of subjects of the educational process.

The templates are grouped according to a functional feature:

- Choice - exercises to choose the right answers;
- Distribution - tasks for establishing compliance;
- Sequence - to determine the correct sequence;
- Filling - exercises in which you must insert the correct answers in the right places;
- Online games - exercise-competitions, in which the student competes with a computer or other students.

After creating the task, you can immediately publish it or save it for personal use. [1]

In this article, we want to show some examples of programs created in Apps.org through the use of an interactive whiteboard and used interactive applications from this site. The purpose of the created programs served to attract the attention of students and motivating them to compete were created interactive games like "Horse Racing" and "Crossword" based on online tasks. [2]

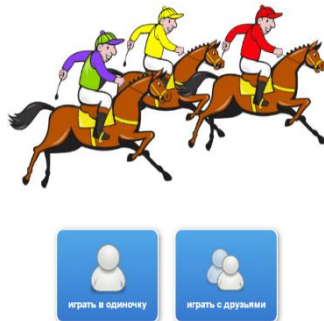


Fig. 2. Horse Racing

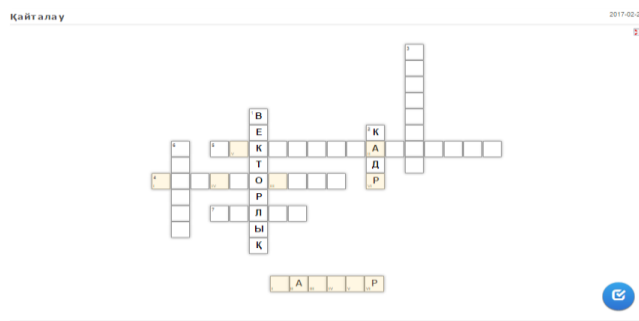


Fig. 3. Crossword

The advantages of the Learningapps.org program are various improvements in the efficiency and performance of students in the subject, which leads to enthusiasm and involvement in the learning process. This contributes to the progressive development, thereby increasing the interest in the subject.

In conclusion, we note that the effective use of elements of new technology in the classroom for the development of cognitive activity of students leads to their activity and creativity in the learning process. This develops interest in the subject and increases the potential for self-confidence. In other words, the introduction of new technologies into the educational environment contributes to an increase in the quality of education, by improving the performance of each student.

References

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