place while the focus is on other activities. For example, playing a card game that requires calling for cards may allow blended learning of numbers (1 to 10).

Tutoring by a native speaker can be one of the most effective ways of learning. However, it requires a skilled, motivated native tutor, which can be a rare, expensive commodity. That tutor may draw on one or several of the above methods. New online offerings allow for language tutoring over the internet.

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TEACHING PROGRAMMING IN HIGHER EDUCATION USING INFORMATION AND COMMUNICATION TECHNOLOGIES

(Fergana Branch of Tashkent University of Information Technology named after Muhammad Al-Khorazmi)

Introduction

The actual problem of today's education is preparation of individual, freely adaptable enough in today's complex world, able to realize their interests, abilities, and claimed to be useful in modern life. The most important role in this matter is given to enhance the cognitive activity, development of creative abilities of students, which is one of the conditions for their successful socialization. Future demands from today's students a wealth of knowledge in the field of information and communication technologies. Already proposed jobs require quite a considerable amount of computer knowledge, and this volume is growing, expanded and updated. Students should acquire the necessary skills in the application of information and communication technologies, as they penetrate deeper into our lives. Information and communication technologies are having an increasing impact on all spheres of human activity. The use of such technologies in education can improve the performance of teachers and students enhance the effectiveness of teaching and learning. Such knowledge includes the ability to work with information to solve common information tasks with the help of modern public information resources (tools and resources). The learning process is largely based on the information. Information processing and communication have always been and remain the main types of training activities.

One of the major challenges facing education is mastering studying information and communication technologies to develop skills to work with information. It is obvious that, using only traditional training methods can not solve this problem. Therefore, in the present time, there is the need to organize the learning process based on modern information and communication technologies, where the sources of information are increasingly using electronic means. Another argument in favor of the use of information technology in the learning process is fast and efficient control of knowledge of students. This form allows you to submit the material as a system of

support images of bright, full of structured information in a comprehensive algorithmic order. In this case, different channels are utilized enrolled perception that enables information not only to lay to the facts, but in the form of an associative memory of students.

The purpose of the task

In the USSR, the training of engineers in many universities was mostly reported some theoretical information and decision training, that is formalized, task - design of products or parts of products based on this information. Currently relevant to this issue has changed, and the preparation of software engineers is very specific, since programming is a key tool for the development themselves information and communication technologies, which allows to penetrate task deeper into all spheres of human activity. I understand the need for serious practice and produce a certain experience. The activity cannot be a programmer to start "from scratch". This part use pre-engineered, and its work with a prototype or a stranger. In addition, the work of such expert is searching for information, testing and test changes. Therefore, the main task of teaching these subjects is the training of specialists even with a modest, but the experience and actual results obtained by them. The conclusion is:

It requires a close relationship between the university and industry, various research institutes and design bureaus of various kinds.

In my opinion, teaching programming teaches the student to search for information, to the interaction with colleagues (including with specialists in other areas), to the construction of formal models of real events and situations to work with prototypes and blocks (program libraries), testing (testing) and time-consuming finding and fixing errors. Therefore, it can be useful in the preparation of all experts and engineers, and scientists. And in all areas, since the skills listed are common. Of course, it must be sufficiently specific training program. On the one hand, it should be based on the appropriate level of thinking, psychology and motivation of students, on the other hand, it should give more practical training, and for a limited time. The training aimed at the development is general engineering and general scientific skills - searching for information, interaction with colleagues, building models, prototypes and working with blocks, testing, finding and fixing bugs.

But there is another important point to be considered. By studying the different software products, the student sometimes not even think about how to make these software products, by what means, how they function. That is, various information technologies are a kind of "black box" in the understanding of the student. It is known that the effective use of any means of processing material (e.g, any tools) need to know how it is arranged and from which it is made. Then we can know exactly where and how this tool can be used, it is possible to understand the patterns of use of the funds to the correct job quickly and competently to solve these problems. When using information technologies also need to first explain how, for what purpose and by what means this technology is made; only then can we talk about the efficient use of the proposed package, which is based on an understanding of the principles of, the laws of creation and, consequently, the rules of use. Only a systematic approach to the study is able to form a coherent picture of the world.

Equipping educational system information and communication technologies is one of the tasks of modernization of the higher education system. This system is built into the online world, close to the growing needs of the country's economic development. Variability of content, organizational forms, methods of training, depending on the cognitive needs, interests and abilities of students is important at all stages.

Function module

Research in this area led to the conclusion that weakest students have time to do a little bit using a new information and communication technologies, but get satisfaction from their academic work. Strong students have the opportunity, without waiting for the comrades to take the initiative and go deeper in the search operation. A big helper in this matter may become the electronic whiteboard. Students can see a large color images, visual program, the process of programming all stages of preparation, inspection programs and the result of the program. When using a conventional interactive whiteboard lesson becomes more spectacular, more dynamic lesson, opens the possibility of video-action and video interaction. Students can immediately show the work of the program, the results achieved and to ask questions. The teacher can draw attention to the different sections of the program, show alternatives, explain the unclear point, compare the work of the various options and to carry out comparative analysis. At the same teacher, using minimal effort on their part, may reside in the information field of any industry. Clearly shows all the positive aspects of the conduct of the activity:

Increases the motivation of students to educational activity, there is a revitalization of training, expanding possibilities of differentiation and individualization of the learning process, it is possible to obtain an independent learners additional knowledge.

The introduction of information and communication technologies in the learning process the following problems occur:

• transformation of the training course for its computerization;

• organization of educational process with the use of a computer;

• by what means, and how to control knowledge, assess the level of consolidation of skills and abilities;

• What information and communication technologies used for the realization of pedagogical and didactic problems.

When teaching the disciplines of programming, all these problems in connection with the specifics of subjects addressed in one way or another. Any programming is closely connected with the computer and uses it. The learning process itself is unthinkable without the use of a computer. Control lucid and clear - the work programs and the results obtained; fixing the level of skills and knowledge - and the level of complexity of the program. Teacher provides learning process by using materials which are called means of education. And one of the means of teaching programming (a conclusion suggests itself) - a computer. The same computer is an essential part of information and communication technologies.

Electronic textbooks promote them thoroughly and in detail to provide learning material, breaking it into small blocks, with optimum information richness and clari-

ty, and to combine this division into small blocks structuring. In addition, online tutorials allow you to use features not available in the usual poster - is the animation of individual elements, the use of audio and video elements. And again - the discipline of programming are perfectly combined with e-learning aids, because they themselves are the product of programming: a clear demonstration of the modules and parts of the program, the possibility of multiple repetition, each time minor changes.

This processes of change in the system of education linked, in addition, with the introduction of new technologies of education. Along with the traditional education system and successfully developed a new form of education - distance. Distance learning, maintaining educational technology, methods, forms. It means of traditional training, extensive use of arrays of educational Internet, information and communication technologies. Disciplines programming well with this form - in fact the result of the program need to get yourself trained, you can ask questions, clarify unclear point. In the Internet a lot of different forums of programmers to help overcome the problem, consider this situation.

Conclusion

Summarizing all the above, conclusions can be drawn:

The student must master the complex knowledge, skills and abilities to develop those personal qualities that will ensure the successful implementation of professional tasks and comfortable functioning in the information society, in which information is crucial efficiency.

It is necessary to increase the level of training by improving learning technologies and the widespread introduction in the educational process of e-learning tools and technologies, interactive learning, providing access to new sources of knowledge and conduct operational control of mastering the material students. For the development of these areas using modern information technology, by which creates informational and educational environment on the basis of which the remote learning and educational management in general. Programming itself is already part of these areas. The student ceases to be a passive listener and engage in active cognitive activity, and the teacher becomes the coordinator of the educational process.

Information and communication technologies play an increasingly important role in human society. They penetrated into all areas of activity. To service the public needs in the automation of labor, storage, communications and other fields, developing and programming. If before the programming was used only to create programs for the automation of computing processes, but nowadays they are used for different tasks, and the implementation of various projects.

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VIRTUAL LABORATORY AS A MEANS OF IMPROVING THE QUALITY AND EFFECTIVENESS OF EDUCATION STUDENTS IN HIGHER EDUCATION

(Fergana Branch of Tashkent University of Information Technology named after Muhammad Al-Khorazmi)

Introduction

At present, the computer plays a particularly active role in training: from a means used only for classes in computer science, computer turns into an assistant lecturer in lectures, seminars, practical and laboratory classes.

The use of computers in teaching allows you to:

• activate the cognitive activity, to reach a higher level of perception and learning. The perception of the unusual and bright quality of information contributes to the formation of interest in the subject, the desire for self-learning, provides the basis for development;

• implement the ideas of individual approach in the learning process;

• prepare students for active work in modern conditions;

• assist teachers in organizing proper monitoring, provide an objective assessment of students;

• to create conditions for the development of creativity, logical thinking, memory. Maintain a dialogue with the computer requires students the ability to analyze, to take independent decisions, as well as care and accuracy.

Since the introduction of computer technology in education is an objective and inevitable process, which is the result of scientific and technical progress, the problem of virtualization training as a means of implementation of this is really important.

In today's world, the educational process becomes more effective when using interactive, multimedia rich educational resources to ensure active learning methods. Well these requirements correspond to educational resources and virtual reality systems. In my opinion, an example of such electronic resources are virtual labs that can simulate the behavior of real-world objects in a computer learning environment and help students acquire new knowledge and skills in science and natural sciences, such as chemistry, physics, mathematics, computer science, biology.