The Role of Interactive Learning Technologies in Developing Professional Competence of Future Teachers

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A B S T R A C T
In the modern world, education plays an important role in the life of every person, since it not only helps in life, but also provides great opportunities to develop as individuals, as well as to make a successful career. As we know, the most important thing in a professional person is practical skills and abilities. However, if a specialist does not have a theoretical comprehension of the issue, then no practice will help to avoid mistakes. Therefore, the importance of education should never be underestimated. The article describes issues based on developing professional competence of students.

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Modern approaches to education make it possible to regulate the educational process, they involve the self-development of teachers and the formation of the individuality of schoolchildren. This is a way of educating a harmonious personality, systematically raising the intellectual level. The choice of certain pedagogical innovations among the wealth of advanced technologies is influenced by traditions, internal standards and the profile orientation of an educational institution. In this regard, many teachers of various educational institutions face the question of what a modern lesson should be like so that students learn as much as possible from the material that is taught to them. Modern conditions for the development of society require the training of a specialist of a new quality, because. we need not only a competent worker, but a specialist who will always and everywhere be capable of self-education, self-development, focused on a creative approach to his work, possessing a certain level of cultural thinking and being a multilaterally developed person.

A student who graduates from an educational institution must have the ability to learn throughout his life, and most importantly, he must have a desire and aspiration for this. Based on the foregoing, a modern teacher needs to constantly update the methods of teaching his subjects, be able to cooperate with students, encourage them to have a creative attitude to the subject, respectively, using various non-traditional forms and methods of teaching, as well as innovative teaching technologies.

Innovation is the introduction of new forms, methods and skills in the field of training, education and science.

Innovative pedagogical activity is currently one of the essential components of the educational activities of any educational institution and, as a rule, creates the basis for creating the competitiveness of any educational institution in the educational services market, determines the direction of the professional growth of the teacher, his creative search, and contributes to the personal growth of students [1].

The goal of innovative technologies in education is to prepare a graduate for life in an ever-changing world.

The task of innovation in vocational education is to change the personality of the student in comparison

with the existing education system. And this becomes possible only thanks to the introduction of new didactic and educational programs into professional activities. Such programs are designed to help develop students' motivation for their actions, independently process and use the information received, form versatile creative thinking, and develop students using modern achievements in science and practice.

Innovative learning technologies include interactive learning technologies, computer technologies and project-based learning technologies.

Interactive learning technologies are ways of mastering knowledge, developing skills and abilities in the process of relationships and interactions between the teacher and students in the educational process. To date, there are the following forms of interactive learning technologies: problem lecture, didactic game, seminar-debate, educational discussion, brainstorming.

In today's world, education plays an important role in everyone's life. As is already known, it is difficult to imagine modern vocational training without the use and application of computer technologies, which allow expanding the scope of computer technology in the educational process, as well as the active use of multimedia technologies.

If classes are held in the form of discussions and seminars, then the technology of collective learning is used, as a result of which the solution of the problem situation posed to the students is achieved.

One of the forms of interactive lessons are binary lessons. The purpose of binary classes is the formation of students' skills of independent cognitive activity and the activation of their creative and cognitive activity. A feature of binary classes is the connection of theory with practice, the unification of the topic of basic knowledge of several special disciplines that are of a technological nature. Binary classes take place in an environment of high student activity and cover material from more than one discipline [2].

The use of innovative technologies changes the technology for checking students' theoretical and practical knowledge. As practice shows, computer testing is one of the modern methods for assessing the level of students' preparation. The positive side of computer test control of knowledge is the ability to cover a large amount of material during testing and thereby get a real idea of the knowledge of the student being tested.

One of the objects of innovative technologies in teaching is teaching and research activities. Teaching and research activity is understood as the process of joint work of students and teachers, which consists of such stages characteristic of research as problem statement, selection of research methods and practical mastery of students studying theory on this issue, collection of material, its analysis and generalization, conclusions [3].

The use of computer presentations in conducting classes is also one of the forms of innovative technologies. Such classes activate the perception, memory, attention and thinking of students. Thus, we can say that the use of information technology makes the learning process more efficient and fruitful. And if information technologies are used skillfully in combination with selected learning technologies, then the necessary level of quality of education is created.

In addition to traditional lessons, there are lessons-disputes, conferences, competitions, excursions and travels, quizzes, KVNs, lessons-projects, literary and musical salons. We implement them in our educational institution in a practical way. The ability to use an interactive whiteboard is a good technique that helps in conducting such lessons from the side of technical equipment.

Lesson-projects, for example, give students the opportunity to think, independently search, analyze, generalize, process the necessary information. During project activities, students realize their creative abilities. Such lessons arouse great interest among students, intensify the learning process, instill a love for languages, evoke positive emotions, form communicative, as well as personal and social competencies. At such lessons, respect for the foreign history and culture of the foreign-speaking people is brought up, the regional outlook expands, the work of great English and German poets and musicians is promoted, interest in poetry and music is formed, a sense of belonging to a foreign culture, history, a friendly attitude and tolerance towards representatives of another countries.

Mastering communicative and intercultural competence is impossible without the practice of

communication and use of Internet resources. The virtual environment of the Internet allows you to go beyond time and space, and gives its users the opportunity to authentically communicate with real interlocutors (native speakers) on topics that are relevant to both sides. Any competence is acquired in the process of implementing any meaningful activity, where it is necessary to set goals and determine results, solve problems, not tasks, look for solutions, and not get them ready-made.

In recent years, we have all witnessed the emergence of first English-language, and then domestic electronic encyclopedias, providing users with fundamentally new "degrees of freedom" than their traditional, "paper" counterparts. From here, one step remained until attempts to create fundamentally new teaching aids - electronic textbooks. As a rule, electronic textbooks are used in distance learning.

At English lessons using the Internet, you can solve a number of didactic tasks: to form reading skills and abilities using the materials of the global network; improve the writing skills of schoolchildren; replenish students' vocabulary; to form in schoolchildren a stable motivation for learning English.

A foreign language in our profession is an important, useful and interesting subject, not only as teaching the younger generation, but also in modern society is an integral part of any educated and erudite personality.

Due to global changes in society, both in Russia and around the world, the role of a foreign language in the education system has also changed, and from a simple academic subject it has turned into a basic element of the modern education system, into a means of achieving professional realization of the individual.

Today, the labor market requires intellectually developed, communicative, competitive specialists who are able to obtain the necessary knowledge. This condition required teachers to search for and use modern teaching technologies in the educational process. These technologies contribute to increasing the motivation for learning a foreign language and improving the knowledge and culture of students, and under certain conditions can be effectively used in the educational process for learning.

It is impossible not to notice that teaching a language using various innovative methods and non-standard technologies makes the learning process more exciting and emotionally charged for students.

It implies the integration of teaching disciplines with computer science, as well as the computerization of assessment and communication in general. The computer can be used at any stage of the educational process. Schoolchildren are trained to work with the main programs, study the material thanks to electronic textbooks and manuals. Using a computer and a projector, the teacher presents the material. Presentations, diagrams, audio and video files, thanks to their clarity, contribute to a better understanding of the topic. Self-creation of slides, diagrams, memory cards helps to structure knowledge, which also helps in memorization.

The presence of a computer, the Internet and special programs makes distance teaching, online excursions, conferences and consultations possible.

At the end of the study of the topic, tests on a computer can be used as a control. Schools use a system of electronic journals in which you can track the results of an individual child, class, or progress in a particular subject. Electronic diaries also come into use, where grades are given and homework is recorded. So that parents can find out the child's scores and the availability of tasks.

It is important to teach students how to use the Internet, search engines and social networks correctly. With a competent approach, they become an inexhaustible source of information and a way for students to communicate with the teacher and among themselves.

The creation of a teacher's own website is gaining popularity. Thanks to it, you can share interesting books, manuals, articles, educational videos and audios, and answer students' questions remotely. It can be used in the development of a group project: participants share their best practices, results with each other and the curator, and solve emerging problems.

Learner-centered learning

In this case, the child is recognized as the main actor in education. The goal is to develop the student's

personality, taking into account his individual qualities. Accordingly, it is not the students who adapt to the educational system and the style of the teacher, but the teacher, using his skills and knowledge, organizes training according to the characteristics of the class.

Here it is necessary for the teacher to know the psychological, emotional and cognitive characteristics of the student team. Based on this, he forms lesson plans, selects methods and ways of presenting the material. It is important to be able to arouse the student's interest in the material presented and work collectively, acting not so much as a leader, but as a partner and adviser.

At the request of the educational institution, differentiation of students is possible. For example, completing a class according to a certain attribute as a result of testing; further division according to interest; introduction of specialized classes in high school.

The main goal is to develop the ability to independently, creatively search for data, set and solve problems, use information from different fields of knowledge. The task of the teacher is to awaken interest in search activities and create conditions for its implementation.

When working on a group project, teamwork skills, communication skills, the ability to listen to other people's opinions, criticize and accept criticism also increase.

The use of this technology develops the ability to know the world, analyze facts, and draw conclusions. This is the basis and assistance in entering a higher educational institution and working on diploma and master's theses.

The value of gaming technology lies in the fact that, being essentially recreation, it performs an educational function, stimulates creative realization and self-expression. Of course, it is most applicable in the younger group of learners, since it meets their age requirements. At the request of the teacher, the entire lesson can be held in a playful way: a competition, staging scenes from a work. It is possible to use game elements at any stage of the lesson: at the beginning, in the middle or at the end as a survey. A properly organized game stimulates the memory of learners, interest, and also overcomes inactiveness.

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