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Using the game training project method during nurse education

The usage of project technology methods in professional training has increased recently. Game training project method is still underexplored and not widely used in nurse training. The essence of the game project technology is studying through action, the result of it is the game training project in which students try to solve professionally important problems according to their role status and that is revealed in the specific outcome/product.

The aim of the training project method is an educational creative project that can be a self-made instructive plan, service, etc, from an idea to its realization. That has subjective or objective originality and is carried out under the teacher's supervision. In the game projects future nurses choose roles that are determined by the sort and content of the project. The main element of the game activity is the communication principle. It will be more effective when a teacher and students are positively intended to communication. Communication during the games encourages the creation of positive atmosphere in the students' group. It in its turn makes studying more effective and creates communicative competence as the most necessary component of successful professional nursing activity.

Game training projecting plays an important role in professional nurse training, especially in forming communicative competence which is the part of practical habits in communication with colleagues, patients and their relatives.