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INNOVATIVE TECHNIQUES FOR USING MULTIMEDIA IN ENGLISH LESSONS IN PRIMARY SCHOOL

In this article, we will explore the impact of innovative techniques on the learning process, analyze the mainstream media used in primary school lessons, and identify how innovative techniques affect the development of a comprehensively developed child.

Key words: innovative techniques, multimedia, primary school, fully-developed child.

Innovative techniques have quickly entered into all areas of our lives. In this regard, there is an urgent need to use computer technology in the study of many disciplines of the school course. The information in the textbook becomes obsolete when the textbook is published. Studying specific disciplines or specific topics using innovative techniques, computer technology and the latest information taken from the Internet is one way of optimizing and diversifying the educational process. Why is the use of a computer in the educational process today considered an innovation?

The use of computer technology contributes to a more individualized approach to each student, especially to those who have not fully developed training skills, because then they are a teacher able to engage in the overall discussion.

We made sure that the computer-based multimedia training program used in the lesson allows you to:

- ✚ class bring to the students more volume of educational material, than during work with the textbook in a minimum of time in the;
- ✚ update theoretical information with new facts and events in a timely manner.

Students' vivid interest in the topic is animated drawings, video clips and voice guidance, which facilitates more active discussion when discussing the topic. The student feels more comfortable and relaxed during an unconventional lesson. Through the use of computers in the classroom, students learn the logic of thinking, develop the ability to express thoughts independently, increase the emotional level of the lesson, a new development get the relationship of student - student and student - teacher. The most important in the preparation of such lessons is that it facilitates the work of the teacher in the preparation for the lesson. [1;16]

The use of multimedia presentations in the study of L2 contributes to the development of students' active activity, enables the integration of student and teacher learning activities and combines an individual approach with various forms of collective learning activities, taking into account the level differentiation

The most common multimedia educational tools used in primary school lessons are: multimedia presentation; multimedia publications; educational games hosted both

online and on various media (off-line); multimedia simulators, electronic manuals (tables, diagrams, graphs, directories); electronic encyclopedias; electronic atlases.

Multimedia presentation is one of the most common means of identifying educational material. The informative nature of e-presentations is much higher than traditional media due to multimedia - not only text and graphics, but also animation, video and sound. Using multimedia presentations allows the teacher to conveniently and effectively visualize static and dynamic information, independently compose material based on the characteristics of a specific group of students, the theme and content of the lesson, which allows you to build the lesson so as to achieve maximum learning effect.

In addition, the lessons used in presentations reflect one of the main principles behind creating a modern lesson - the principle of fascination (attractiveness). Through presentations, children begin to express their thoughts more actively, to reflect, to try to create their own presentations. To create a presentation, the teacher can use well-known software - Microsoft PowerPoint, Macromedia Flash, Picasa, Photodex ProShow.

Multimedia trainers are training software products that are aimed at developing students' specific skills and acquiring specific discipline. The difference between modern simulators and traditional simulators is the ability to simulate different life and learning situations, using multimedia techniques, in particular, high quality animation, three-dimensional (3D) graphics, music. The use of multimedia training simulators in the initial training provides the active approach of the younger students to the acquisition and consolidation of knowledge. In addition, the use of multimedia simulators allows you to organize the reproduction of students' knowledge, ways of learning actions, mastering certain skills and mastering skills in the most favorable conditions for students of primary school age - game.

Electronic multimedia publications can be defined as a means of comprehensive information influence on the individual. Electronic multimedia publications are based on the principle of mutual complementation of print and computer components, when, on the one hand, the student is able to work with a familiar tool, such as a book while studying a specific topic, and on the other, to use the latest information - computer.

Electronic Tutorial (tables, charts, graphs, catalogs) - an electronic educational edition containing a set of visual materials presented by means of multimedia. Its use is effective in organizing students' reproductive work when the teacher needs to clearly confirm or specify language messages. In addition, such guides are appropriate for setting teacher learning problems.

Video helps to widen the angles of vision of a child, to observe objects of study in another natural environment, at different times; to know what they are the child cannot see himself. It is appropriate to apply in the study of a large amount of theoretical material, biographies of famous people, science.

The use of all these multimedia tools allows you to conduct lessons at a high aesthetic and emotional level through the use of animation and music, provides clarity, attracts a large amount of didactic material, increases the amount of work performed in the lesson 1.5-2 times; provides a high degree of differentiation of learning: to approach the student individually, applying multi-level tasks. [2;15-16]

So, the idea of incorporating innovative techniques into learning implies the achievement of the goal of high quality education, that is, the education of a competitive, able to provide each person with the conditions to independently achieve one or another goal, creative self-assertion in different social spheres. However exciting and multifunctional the new information technologies may be, the role of the teacher is still a leader in the learning process.

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