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METHODS OF WORKING WITH GRADUATES

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Annotation. The article describes modern educational methods and techniques that are preferable when working with graduate students. A brief description of each technique is given. Examples of their use are given.

Keywords: education, teaching method, educational technology trends.

Any educational activity is built in accordance with the teacher's teaching methods. The effectiveness and assimilation of knowledge by the student depends on them.

In the broad concept of "Teaching Method", is a way of interaction between a teacher and students in order to achieve the learning goal.

The history of teaching methods goes deep into antiquity, when younger members of the community learned from the example of their elders, and conditionally goes through 4 revolutionary stages:

1. When did special education teachers begin to teach?
2. When oral speech was replaced by written language.
3. Introduction of the printed word.
4. Automation and computerization of training.

Method, methodology, procedures, techniques – all these are concepts of methods and order of teaching, but they have a difference [1].

Techniques	These are elements of a particular method that express the individual actions of the teacher and students in the learning process
Method	Consists of techniques that the teacher uses. For example, one of methods of modern teaching is a seminar, and calling a student to the board to solve a problem is a teaching method. The same teaching techniques can be used in different methods
Procedures	It acts as a teaching method, but it consists of a specific program and has a certain theoretical basis. Methods may be proprietary
Methodology	A general concept that includes procedures, methods, and teaching techniques

Modern teaching methods include the following: trainings, project method, distance learning, case study, coaching, modular training, business game, role-playing games, work in pairs, analysis of the rubble, brainstorm, mind map, consulting, use of information computer technologies, educational simulators, thematic discussions, mythologems, the "rotation" method, leader-follower method, model action, creative groups.

How to choose teaching methods?

A huge number of teaching methods and techniques often confuse novice teachers when choosing. To decide, adhere to the following principles:

Optimality. Each method is designed for a specific range of tasks, so it is important to choose a method in accordance with the training program.

Age and individual abilities of students. For example, first-year students enjoy learning through business and role-playing games.

Psychological characteristics. For example, group work is suitable for developing team skills; teaching humanities requires discussions and group discussions.

Evidence. Use only those methods that have already proven their effectiveness; not all modern methods are equally effective.

Modern technologies make it possible to obtain practical solutions based on intelligent information. Technologies include ways of carrying out activities and features of human participation in them. Every activity is either technology or art. Moreover, if technology is based on scientific achievements, then the basis of art is intuition. The beginning of everything is art, and the end is technology, but the process does not stop there, but is repeated again and again.

Educational Technology Trends

1. Lifelong Learning - a continuous learning process

It is no coincidence that the Lifelong Learning trend is at the top of the ranking of trends in modern educational technologies. In the current conditions, this has already become a necessity. We live in a time of rapid change. Technologies are changing, robotics are being introduced into many areas of human activity, new information is constantly appearing, and the demand for unusual specialties is growing. To ensure the required level of competence, a modern person must constantly learn.

2. Adaptive education

Today, this direction of development of educational technologies is gaining popularity in all countries of the world. The effective implementation of this idea became possible with the development of artificial intelligence technologies.

Using adaptive systems, it is possible to create personal training programs, taking into account the cognitive capabilities of the student, his perceptual characteristics and the existing level of training. Modern adaptive educational

technologies still have some limitations. For example, they do not work in the field of humanities and in those areas of science where regular changes occur.

3. Correction of the teacher's role and chatbots

This is a very important trend in the use of modern educational technologies. In the near future, the role of the teacher may change significantly. The teacher will turn from the only source of knowledge into the curator of the educational process and the director who creates it. The teacher's range of tasks will be expanded to include the following areas:

- involving students in the learning process;
- supporting student motivation;
- creation of interactive educational projects;
- formation of thinking skills and critical perception of information.

4. STEAM

The name of this technology is an abbreviation for "science, technology, engineering, art, mathematics." Its methodological basis is knowledge in the scientific, technical, engineering, creative and mathematical fields. Its main feature is that students gain knowledge in all of these disciplines by performing workshops and project work in robotics, programming, engineering, design, and so on.

5. Fishbone

Fishbone can be translated as "bones, or skeleton, of a fish." Thus, the technology diagram is presented in the form of a fish with a head and a tail, between which there is a vertebra with ribs extending from it.

The head of the fish represents the main problem or object that is being investigated. Then the causes, caused by factors located in the lower ribs of the skeleton, extend upward from the vertebra. This makes it clear that certain identified factors caused the object to react, as a result of which the reasons were formed. Thus, the commonality of factors and causes contributes to the formation of the result obtained.

Obviously, with such a specific analysis and studying all the details separately, students will more clearly see and understand how cause-and-effect relationships work. Students will analyze them and consider the issue being studied in detail. This is what makes this technology unique.

6. Singapore method

The educational process includes certain structures that form this methodology. Singapore educational technology is built on the principles of communication, team building, partnerships and changing roles (including the teacher, who turns into a moderator of the learning process and a guide who ensures the implementation of the algorithm).

There are approximately 250 structures represented in this technique. Here are the most famous of them: teambuilding, rally robin, round robin, clock buddies, hi-five, mix pair share, corners etc.

7. AGILE

This technique appeared back in the fifties of the last century. Its popularity is largely due to the work of the American programmer and military pilot Jeff Sutherland, who became one of the developers of the Scrum methodology and the Agile manifesto. At first, the technology became widespread in IT companies, but over time, Sutherdend adapted it for other areas, including education. The main principles of Agile technology are: mutual activity of people, creation of a real product, teamwork, readiness to accept changes.

8. Gamification

Gamification makes the educational process interactive and makes it more interesting. This technology involves the introduction of games (including computer and video games) into educational programs.

Gamification allows you to change the way children think about their mistakes. They will not be afraid of a conditionally "bad" grade, since training is based on the example of games, the principle of which is based on the task of moving to a new level. Children can search for solutions and new options.

9. Virtual and augmented reality

In modern educational technologies, visual aids are increasingly used. This fully corresponds to the characteristics of modern students.

The introduction of modern educational technologies will allow students to master academic disciplines using virtual or augmented reality devices. For example, in a VR helmet they can not only observe the organization of production processes, but also take virtual participation in them. This method is called "immersive learning." Because it provides an immersive experience, students can gain experiences that are not available in the real world.

Modern educational technologies are developing very quickly, so the process of teaching students of future generations will be radically different from the methods their parents used to study. First of all, we should expect maximum digitalization, gamification, the use of artificial intelligence, the use of OLED displays and the introduction of immersive learning.

Literature

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