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XII Халықаралық ғылыми конференциясының
БАЯНДАМАЛАР ЖИНАҒЫ

СБОРНИК МАТЕРИАЛОВ
XII Международной научной конференции
студентов и молодых ученых
«НАУКА И ОБРАЗОВАНИЕ – 2017»

PROCEEDINGS
of the XII International Scientific Conference
for students and young scholars
«SCIENCE AND EDUCATION - 2017»

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Астана

    Жинаққа студенттердің, магистранттардың, докторанттардың және жас ғалымдардың жаратылыстану-техникалық және гуманитарлық ғылымдардың өзекті мәселелері бойынша баяндамалары енгізілген.

    The proceedings are the papers of students, undergraduates, doctoral students and young researchers on topical issues of natural and technical sciences and humanities.

    В сборник вошли доклады студентов, магистрантов, докторантов и молодых ученых по актуальным вопросам естественно-технических и гуманитарных наук.

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THE USE OF DIGITAL AND INFORMATION TECHNOLOGIES IN TEACHING PROCESS

Akatayeva B.K.
akataeva.balzhan@mail.ru
master student of L.N.Gumilyov Eurasian National University
Scientific supervisor – Gaurieva G.M.

Modern humanity has become involved in the general historical process, called informatization. This process includes the accessibility of any citizen to information sources, the penetration of information technology into scientific, industrial, public spheres, a high level of information services. The processes occurring in connection with the informatization of society contribute not only to the acceleration of scientific and technological progress, the

intellectualization of all types of human activity, but also to the creation of a qualitatively new information environment of the society that ensures the development of man's creative potential.

One of the priorities in the process of informatization of modern society is the informatization of education, which is a system of methods, processes and software and hardware integrated with the purpose of collecting, processing, storing, distributing and using information in the interests of its consumers. The goal of informatization is the global intensification of intellectual activity through the use of new information technologies: computer and telecommunications.

Information digital technologies provide an opportunity[1;45]:

- Rationally organize cognitive activities of students during the educational process;

-Make the learning more effective, involving all kinds of sensory perception of the student in a multimedia context and arming the intellect with new conceptual tools;

-To build an open system of education that provides each individual with his own trajectory of learning;

-To involve in the process of active learning the categories of children who differ in their abilities and style of teaching;

-Use the specific properties of the computer, allowing to individualize the learning process and turn to fundamentally new cognitive tools;

-Intensify all levels of the educational process.

The main educational value of information technologies is that they allow creating an immeasurably more vibrant multi-sensory interactive learning environment with almost unlimited potentialities that are available to both the teacher and the student. Unlike conventional technical means of education, information technologies allow not only to saturate the learner with a large amount of knowledge, but also to develop the intellectual, creative abilities of students, their ability to independently acquire new knowledge, work with various sources of information.

" In the 21st century, digital environments are natural environments for intellectual work in the same degree that writing was for centuries past." This statement by scientist and pedagogue S. Papert is fully agreed with the administration and teachers of our school. Pays great attention to the informatization of education, by which we mean a change in the content, forms and methods of teaching, the entire way of life of the school through the use of ICT tools and in integration with traditional education[2;12].

To solve this problem, the school has the necessary information and technical resources. The concentration of modern technical means of teaching contributes to the modernization and improvement of the teaching and educational process, activates the intellectual activity of students, promotes the development of the creativity of teachers.

Today's topical tasks for the school are [3;10]:

-Creation of a unified information environment of an educational institution;

-Development of principles and techniques for using modern information and communication technologies, their integration into the educational process in order to improve the quality of education.

-Analysis and expertise, the organization of the distribution of pedagogical information through publishing, audiovisual programs, e-mail; Organization of information flows;

-Formation and development of information culture of students, pedagogical and leading cadres.

-Training users of a single information system.

The advisability of using information technologies in the educational process is determined by the fact that with their help the didactic principles are most effectively realized: the scientific, accessible, clear, conscious and active trainees, an individual approach to learning, the combination of methods, forms and means of instruction, the strength of mastering knowledge, skills And skills, socialization of the trainee.

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There are eight types of computer facilities used in training on the basis of their functional purpose (according to A. V. Dvoretskaya)[5;15]:

1.Presentations are electronic filmstrips, which can include animation, audio and video fragments, elements of interactivity. To create presentations, software tools such as PowerPoint or Open Impress are used. These computer tools are interesting in that any teacher with access to a personal computer can create them, and with minimal time spent on mastering the means of creating a presentation. The use of presentations extends the range of conditions for the creative activity of students and the psychological growth of the individual, developing self-reliance and increasing self-esteem. Presentations are also actively used to present student projects.

2.Electronic encyclopedias - are analogues of ordinary reference and information publications - encyclopedias, dictionaries, reference books, etc. To create such encyclopedias, hypertext systems and hypertext markup languages are used, for example, HTML. Unlike their paper counterparts, they have additional features and capabilities:

They usually support a convenient search engine for keywords and concepts;

A convenient navigation system based on hyperlinks;

The ability to include audio and video clips.

3.Didactic materials are collections of tasks, dictations, exercises, as well as examples of essays and essays submitted electronically, usually in the form of a simple set of text files in doc, txt formats and combined into a logical structure using hypertext.

4.The simulator programs serve as didactic materials and can track the progress of the solution and report errors.

5.Virtual experiment systems are software complexes that allow a trainee to conduct experiments in a "virtual laboratory". Their main advantage is that they allow the trainee to conduct such experiments, which in reality would be impossible for security reasons, time characteristics, etc. The main drawback of such programs is the natural limitations of the model embedded in them, beyond which the trainee can not exist within the framework of his virtual experiment.

6.Software knowledge control systems, which include questionnaires and tests. Their main advantage is fast and convenient, impartial and automated processing of the results. The main disadvantage is an inflexible system of answers that does not allow the subject to show his creative abilities.

7.Electronic textbooks and training courses - combine in a single complex all or several of the types described above. For example, a trainee is first asked to view a training course (presentation), then put on a virtual experiment based on the knowledge gained while viewing the training course (virtual experiment system). Often at this stage, the student is also available an electronic reference book / encyclopedia on the course being studied, and in the end he must answer a set of questions and / or solve several problems (software knowledge control systems).

8.Educational games and development programs are interactive programs with a game script. Performing a variety of tasks during the game, children develop subtle motor skills, spatial imagination, memory and, possibly, gain additional skills, for example, learn to work on the keyboard.

Computer and communication technologies are quite obvious manifestations of the information revolution. Therefore, it is understandable that interest in them, which teachers show, trying to find ways to adapt the school to the modern world. An increasing number of parents, teachers and students come to the conclusion that as a result of the knowledge gained about computers and the acquired skills of working on them, children will be better prepared for life and can successfully achieve material prosperity in a changing world.

Computer training tools can be divided into two groups in relation to Internet resources[6;34]:

On-line learning tools are used in real time using Internet resources;

Off-line learning tools are autonomously used tools.

The use of this electronic product is possible at all stages of the lesson: testing knowledge, learning new material, fixing the material. In an individual mode with students wishing to thoroughly study the subject, work is also being done with other types of computer facilities. These are electronic textbooks and encyclopedias, simulators for preparing for exams, which in addition to the result give an explanation and the correct answer, virtual experiment systems, teaching games.

In the educational process, a computer can be both an object of study, and a means of teaching, educating, developing, and diagnosing the learning content of learning, i.e. There are two possible ways of using computer technologies in the learning process. At the first - the assimilation of knowledge, skills and habits leads to the realization of the possibilities of computer technologies, to the formation of skills for using them in solving various problems. At the second - computer technologies are a powerful means of increasing the effectiveness of the organization of the educational process[7;67]. But today, at least two more functions have been defined: the computer as a means of communication, the computer as a tool in management, the computer as a developing environment. The simultaneous use of all these directions is important in the educational process.

The existence and interaction of all of them simultaneously, not only in the educational, but also in the educational process, leads to the desired result, which is set by the society before the school. As a result of the use of information technologies, the dynamics of the quality of students' knowledge began to increase, and the motivation for learning activities increased.

The rapid development of the information society, the dissemination of multimedia and network technologies make it possible to expand the use of ICT in schools. Modern means of information and communication technologies make it possible to improve the efficiency and quality of the educational process in various aspects of it, playing an essential role in the formation of a new education system, goals and content, and pedagogical technologies.

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LINGUISTIC INTERFERENCE IN THE CONTEXT OF KAZAKH-ENGLISH BILINGUALISM

Alshabayeva Aigerim Bakitzhankyzy
aigerim03111992@gmail.com
магистрант 2 курса ЕНУ им. Л.Н. Гумилева
Научный руководитель – Г.Н. Дукембай

Learners of English, despite their different backgrounds, face difficulties when it comes to