

TRANSFORMATION OF THE EDUCATIONAL PARADIGM IN THE CONTEXT OF DIGITALIZATION: FROM TRADITIONAL METHODS TO INNOVATIVE LEARNING ECOSYSTEMS

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Abstract

In this article, the main goal of the modern education system is the transition to the dynamic development of innovation and the qualitative growth of human capital, the strategy of our educational policy. Therefore, the introduction of rapidly developing educational technologies in the field of education requires the professionalism of teachers and readiness to master new information technologies. The main purpose of this is to change, access, analyze and present, and communicate information to students and teachers. It is envisaged that the use of electronic resources in the educational process in educational organizations can contribute to both the development of professional skills and the use of experience in using the environment.

Keywords: education, innovative educational technologies, learning technologies, electronic educational platforms, teacher, student.

Introduction

Currently, the key moment of the education system is the transition to the development of innovations and the qualitative growth of human capital, which is the strategic basis of our educational policy. The innovative model is being developed on the basis of the traditional system of domestic education by searching for new value priorities in the organization of the educational process, new pedagogical technologies in Kazakhstani schools, as well as criteria for evaluating knowledge in educational organizations, principles of leadership management.

However, in the education system, educational institutions stopped teaching students with textbooks for a long time. This is because teachers are not interested in teaching with a book. Teachers in many educational institutions have realized that in order to attract the attention of students and make learning more effective, it is necessary to introduce technology. Today, educational organizations actively use many different methods of innovation and consider how they change the usual way of learning.

Consequently, in the process of training educational organizations, modern innovative technologies facilitate and improve the training of future specialists. The main purpose of this is to change, access, analyze and present, and communicate information to students and teachers. The theory of innovation in education in educational organizations is a new field of scientific and pedagogical education and it is a paradigm of the inseparable unity and interrelation of the three main pedagogical processes in the educational sphere. In particular, they:

- creating news,
- mastering it,
- application.

Innovation processes are mainly considered in three aspects:

- social
- economic,
- psychological and organizational-normative.

These aspects determine the conditions under which the climate and innovation processes in general develop and which hinder or facilitate the innovation process. In addition, the innovation process is regulated consciously, not spontaneously. The use of innovations in working with students opens up new opportunities for presenting the material to the teacher.

Results and Discussion

The use of innovations in educational organizations involves the introduction into the educational process of updated, improved and unique ideas obtained through the creative efforts of the teacher. The introduction of innovative technologies in education is the transition from passive learning to an active personality-oriented process using gamification, AI and design services, including multimedia, virtual (VR) and augmented (AR) reality, online platforms. It increases the activity of students in the process of applying innovative technologies in education in educational organizations, personalizes learning and develops critical thinking of students.

The main innovative technologies in education in general education institutions are the following:

1. Information and communication technologies (ICT).
2. Using AI for interactive whiteboards, tablets, educational applications, cloud services, and content adaptation.

3. Gamification and gaming technologies: the introduction of role-playing games, quests, board games that increase motivation, develop skills of cooperation and socialization.

4. Design and research activity: a project method in which students actively search for information, solve specific tasks and create their own product.

5. Multimedia technologies: the use of animation, video, and audio material to visually explain complex concepts.

6. Virtual (VR) and augmented (AR) reality: creating opportunities for experimentation and virtual excursions.

7. Personality-oriented and health-saving technologies: methods, alternating activities, physical education aimed at preserving the health of students. Personality-oriented technologies develop the personality of a preschooler, mark the individual qualities of each of them.

The main thing is not subject-based learning, but dialogue-oriented, peaceful conflict resolution, understanding the interests of the child and carrying out creative activities. Classes can be based on creative activities, theatrical scenes, games, discussion of the positive qualities of fairy-tale characters, during which children share their thoughts and views on what is happening, learn to manage their actions. Innovative health-saving technologies can be implemented in various ways, namely:

- monitoring the physical condition of children, monitoring the diet;
- performing various types of orthopedic, respiratory, finger exercises, hardening;
- children's yoga, stretching, dance, introduction of new types of physical activity;
- conduct conversations about a healthy lifestyle, i.e. about the importance of a healthy diet, themed games;
- conducting remedial classes with elements of art therapy, sand therapy, fairy tale therapy.

1. Distance and blended learning: flexible formats that allow you to learn at a convenient pace from anywhere in the world.

2. The most important condition for the successful operation of game technology is the constant contact of the teacher with the students. This helps to increase the cognitive interest and activity of children.

The main advantages of introducing innovations into the education system:

- improving the quality of education: through clarity and accessibility of the material.
- Increased engagement: Learning becomes more interactive and engaging.
- Personalization: using data allows you to create customized educational trajectories.
- automation: simplification of the teacher's daily tasks (control, assessment)
- implementation problems: the need for high financial and time costs, as well as professional development of teaching staff.

Materials and Methods

Therefore, the main main goal of introducing innovations in educational organizations is to create a modern educational environment that meets the needs of the information

society and personal development. In addition, the introduction of innovative innovations is a creative process of exploring new ideas and principles that will lead to their successful adaptation and application in the future. As a rule, there are two types of innovative phenomena. They:

- The first phenomenon involves the restructuring and change of individual parts of the education system, which is pedagogical innovation theory (innovation in the education system) and innovative learning.
- And another phenomenon is innovative learning. It is a special form of learning, as a result of which conscious and motivated activity in the learning process is revealed. It also promotes innovative changes in ethics and the social environment.

Consequently, this phenomenon in learning can occur among students, as well as act as an active reaction to individually problematic situations. High demands on the professional competence of future students contribute to the widespread use of information and communication technologies in the educational process in general education institutions. Therefore, a sufficient number of electronic resources allows you to create online games, web quests, tests, puzzles, which provide both increased motivation for students to learn and the development of necessary information competencies by each qualified teacher.

The following question arises: What does the introduction and simplification of the use of technology in the learning process give us? For this reason, with a large and accessible student database, educators can track students' personal progress, as well as define learning goals and implement a differentiated approach based on student needs. Teachers will also have the opportunity to develop further lesson plans, taking into account the level of learning of students and the success of the introduction of innovative technologies. Through innovation, there is an opportunity to narrow the achievement gap, increase national competitiveness, and stimulate economic growth.

However, innovative educational technologies are focused on the following result, which is closely related to improving the effectiveness of education and upbringing. Namely:

- highly qualified specialists with fundamental theoretical and applied knowledge;
- can easily learn new professional and managerial skills together to demonstrate prompt response and successful adaptation to social and economic conditions;
- a space in which students possess high moral and civic qualities in the context of innovative education.

Consequently, there are currently many educational platforms such as Goosechase, Kahoot, Quizlet, Google classroom, etc. that can be integrated into the learning process of educational organizations around the world. These resources allow you to create various online games within the classroom in certain educational institutions.

In particular, the online game on the Goosechase platform, used for the current assessment of students' knowledge, unlike the Kahoot platform, allows students to demonstrate their creative abilities and helps to increase motivation for learning activities. At the same time, the introduction of electronic learning tools into the educational system of educational

organizations, taking into account the state of computer games, allowing students to play an active role in learning, develop their ability to solve problems or study a subject in the process of practical use, contributes to effective communication, visibility and accessibility of the educational process.

However, the games have an easy-to-use and accessible format that has a positive effect on learning learning material. Taking into account the learning objectives and competencies of students in the future profession, teachers can choose various tools for the current assessment of students' knowledge and the level of assimilation of educational material. Modernization of modern educational platforms references for creating a favorable learning environment by educational organizations, including: web quests, tests, elements of online games, puzzles, etc. The motivation of students to study in schools has always been one of the current urgent problems of high-quality organization of the educational process and increasing students' motivation to achieve academic success using various information visualization tools. As well as the use of modern educational technologies aimed at creating new educational programs.

It should be noted that the skills of modern technological progress, digitalization, the introduction of information and communication technologies, including the rational use of electronic resources both in teaching and in the process of professional activity, are necessary for modern teachers and managers in any field. It requires mobilization, modernization of the educational content in educational organizations, and great responsibility for adapting teachers to the challenges of our time.

However, high standards and competitiveness in the labor market are the basis of high criteria for the educational process in educational institutions. Consequently, information competence, critical thinking, mobility, the ability to respond quickly to a crisis situation, and the ability to learn independently should increase in parallel with the development of professional skills in educational organizations. These facts contribute to the search for new, interactive teaching methods and means of improving the quality of the educational process.

Consequently, the introduction of electronic controls, which are developing rapidly, requires the professionalism and willingness of managers to implement new information technologies. Since electronic educational resources are not always fully used by educational organizations in the educational process, there is a need to further study this issue and identify new tools and resources for training future youth.

However, it was noted that it was necessary to introduce modern methods and technologies into the educational process of educational organizations and improve the quality of teaching staff, expand access to education for young people. Apply knowledge in the process of social adaptation and not only transfer knowledge, but also know them. Currently, teachers of various types of educational organizations need to pay great attention to innovative educational technologies. In particular, they:

1. Information and communication technologies in subject-based learning (ICT), contributing to the integration of various subject areas with computer science.
2. Personality-oriented technologies in teaching the subject, which put the child's personality at the center of the education system of the entire school.
3. the technology of project-based learning, which creates conditions for the independent assimilation of missing knowledge, developing the research skills of students;
4. the technology of problem-based learning, combining students' systematic independent search activity with their assimilation of ready-made knowledge;
5. technology of critical thinking, which ensures the development of critical thinking by interactively involving students in the educational process, namely, the formation of the ability to ask new questions, develop various arguments, and make independent thoughtful decisions.

Currently, the use of pedagogical innovations in the educational process of educational organizations is a godsend for teachers. Consequently, new methods and techniques of education, modern technologies ensure the self-development of the child's personality, as well as the professional self-realization of teachers.

Modular learning technology that provides adaptation to individual needs, flexibility of the basic level of education, etc. The use of modern innovative technologies is one of the main conditions for improving the quality of education and ensuring functional literacy of students based on the acquisition of competence-based learning experience.

The main disadvantages of introducing innovations in the organization of education can be called. They:

1. Modern children spend a lot of time with gadgets, and using technology in the classroom can negatively affect their health. An increase in screen time leads to impaired vision and impaired posture. Note: in order for children to stay healthy, it is important to maintain a balance between traditional teaching methods and digital technologies!
2. Teachers are skeptical about gadgets, as they can negatively affect personal communication skills and interaction between students. However, by developing tasks such as oral presentations, children can actively communicate with each other.

Conclusion

To summarize, information tools are an effective means of obtaining knowledge, but they only complement the work of a teacher. For this reason, the future of innovative technologies implemented in educational organizations includes changes in the learning process and makes it more interactive and accessible.

The integration of artificial intelligence into educational platforms helps to adapt lessons to the individual needs of each student, while providing an individual approach to this learning. Thus, innovative technologies not only make the introduction into the educational process interesting, but also help create conditions for the development of critical thinking and creativity in new generations.

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