TECHNOLOGY REVOLUTION AS A NEW TREND IN MODERN KAZAKHSTAN`S EDUCATION

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Over the past decade, the educational system has been actively introducing pedagogical innovations and computer-based training methodologies in order to improve the quality of education and its results. Also, increase the level of knowledge, skills in subjects of the curriculum and transfer the degree of mastery of them to a fundamentally new level - the level of conscious competencies.

After studying a new expert report by the Center for Educational Development of the Business School SKOLKOVO on the future of higher education for the next five years, as well as materials from the seminar "Actual Research and Development in the Field of Education" at the HSE Institute for the Development of Education, about 10 trends in modern education in the Russian Federation were identified. What is the situation in Kazakhstan and are there any common ground?

After studying Ten Alira Suntakovna's article, she is a senior lecturer in the Department of Management and Information Technology of the BJSC Scientific and Production Center "Orleu" of the RICE of the Republic of Kazakhstan, a correspondent member of the International Academy of Informatization, Almaty, we can conclude that in Kazakhstan also relevant directions in education and they are closely intertwined with the directions of Russian education.

Russia is inclined to:

- The introduction of advanced teaching methods that require cultural transformation;
- Teaching students real practical skills, which will help them in further employment, as well as improve their professional qualifications;
- The need to create processes for assessing skills at an individual level;
- Inter-University Cooperation - a key factor in the dissemination of effective solutions;
- E-learning training;
- Continuing education - as a basis for higher education;
- Social media;
- Educational games;
- Mobile education;
- Methods of teaching science (learning science).

Kazakhstan, according to Ten Alira Suntakovna, emphasizes the following educational trends:

- Computer technology training;
- Smart-training;
- Educational robotics;
- Learning outside the classroom;
- Social media;
- educational games;
- Methods of teaching natural sciences (learning sciences);

STEAM is a new educational technology, combining several subject areas, as a tool for the development of critical thinking, research competencies and teamwork skills.

As we see, we share a common point of view regarding the relevance of more than half of the above trends in modern pedagogy.

It is necessary to note that in the article by Ten Alira Suntakovna, the priority is Smart-training and in this case we share her point of view.

Currently, special attention in the world of information technology is turned to the growing sector of smart devices and mobile applications. Analysis of the modern market revealed that tablets and smart phones are one of the most promising areas of development in the near future.

Will smart phones, mobile phones, tablets and other smart devices help learning? More and more often, we observe that the educational practice of schoolchildren, students of colleges and universities includes mobile technologies, for example: to obtain information from the Internet Wikipedia encyclopedia, to find the necessary information, translate words or phrases through a translation program, visualize information, watch video lectures, and test or online questionnaires.

The transition to a wireless network, the spread of smart terminals, the progression of smart devices, the expansion of a mobile office is a new quality of society in which the combination of the use of technical means, services and the Internet by trained people leads to qualitative changes in the interaction of subjects, allowing to obtain new effects: social, economic educational.

Smart learning is the first learning trend, consisting of the merger of the online distribution of software and content in the form of multimedia. The key aspects of modern smart learning are creating a flexible and open learning environment using gadgets, open educational resources, and management systems.

Smart-training will increase the availability of education "always, everywhere and at any time."

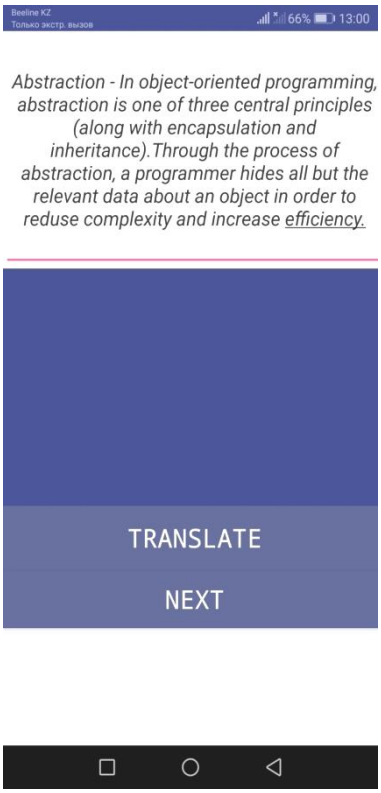
The main goal of smart learning is to create an environment that provides a high level of competitive education (this is the first indicator in the top) by developing students' knowledge and skills of the modern society of the 21st century: cooperation, communication and social responsibility, the ability to think critically, quickly and efficiently solve problems.

As a teacher of the department “Foreign Languages”, which tries not to stand still, continuously introducing pedagogical innovations in the educational process, it also decided to be at the forefront and create a mobile application based on the existing multilingual glossary for ICT users. Unfortunately, due to the lack of computer literacy, we still found a way out and in tandem with students decided to try to convert this glossary into a mobile application.

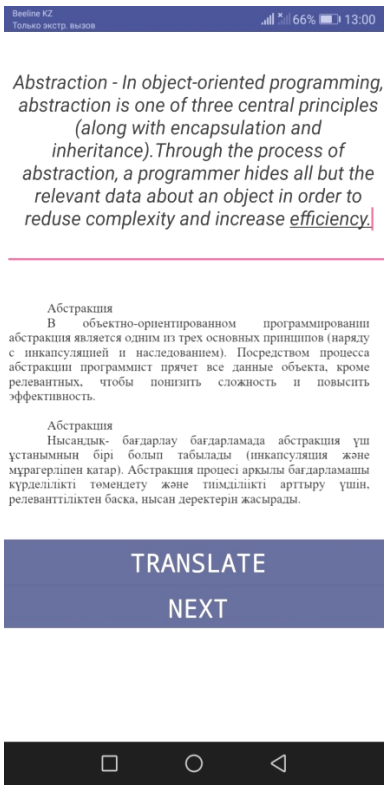
Let`s demonstrate this application in practice. This is how the application looks on the desktop with its own shortcut [pic.1].

Picture 1

The student needs to download this application either through PlayMarket, in case we patent it or through a link to NKSU named after M. Kozybaeva. The application opens and you see a glossary, then through the TRANSLATE option a translation of a word or phrase appears in two languages at once, it is very convenient [Pic.2, 3].



Picture 2



Picture 3

The next option NEXT allows you to go to the next word or phrase and so on. This is a trial version, in order to make sure that we are on the right track. Thus, in the future, that is, this academic year, we have the prospect of creating a working or research group consisting of NKSU students, who will work on the new STEAM educational technology. The abbreviation STEAM stands for:

S – science;
T – technology;
E – engineering;
A – art;
M - mathematics.

Or natural sciences, technology, engineering, creativity, mathematics - disciplines that are becoming the most popular in the modern world. The STEAM curriculum is based on the idea of teaching students using an interdisciplinary and applied approach. Instead of studying each of the five disciplines separately, STEAM integrates them into a single training scheme (f.e. English). The working group will consist of 5 students of such specialties as Mathematics, Electronics, Information Systems, Design (in our case, graphic design) and a student who will deal with the scientific side of this mobile application. A plan will be developed for the group with goals, objectives, end result or product. An individual work plan will be prescribed for each team representative. The mobile application will present itself as an end-user product convenient to use. With all the necessary functionality, that is, the

glossary itself, training exercises for it, test tasks. This is an application that can be used in classes of 15-20 minutes to consolidate specialized vocabulary and develop writing skills.

An important feature of working on this technology is precisely the collective work on the project. STEAM - allows you to use the right hemisphere of the brain, which is responsible for creativity, emotions, feelings. There are many examples of successful design work on this technology.

Summing up, it is necessary to say, no matter how successful the traditional teaching methods are, modern reality requires the search for new and effective forms of teaching.

What and how to teach today so that our children will be successful tomorrow is the main ideology of modern education. To instill the skills of independent learning throughout life, to teach interaction at different levels, to develop independent and critical thinking - these and many other principles make up the development strategy of modern educational technologies [4, p.5].

If we prepare our students for life after graduation, then we must allow them to use those tools that in the future will still become part of their daily lives.

References

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3. Case Thurlow. Ten Trends in Modern Education URL: https: //www.hse.ru/news/media/63841790.html
4. The course "Modern Educational Technologies and SMART" is your guide to the new possibilities of using ICT in the lesson. URL: http: //edguru.ru/blog/edutrends/

РАЗНООБРАЗИЕ УРОКОВ CLIL ПОСРЕДСТВОМ ИСПОЛЬЗОВАНИЯ ГРАФИЧЕСКИХ ОРГАНАЙЗЕРОВ

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В Послании Президента РК Н.А. Назарбаева народу Казахстана «Стратегия «Казахстана - 2050» Новый политический курс состоявшегося государства» отмечено: «Казахстан должен восприниматься во всем мире как высокообразованная страна, население которой пользуется тремя языками: казахский язык - государственный, русский язык как язык межнационального общения и английский язык - язык успешной интеграции в глобальную экономику» [1].

На сегодняшний день в Республике Казахстан осуществляется модернизация системы образования, одним из направлений которой является переход на трёхъязычное обучение. Согласно модели трёхъязычного образования определены три целевых языка: казахский и русский как вторые языки, английский как третий язык.

Изучение иностранного языка является основой поликультурного образования.

Для эффективного изучения целевых языков в мире особо признана так называемая технология CLIL — предметно-языковое интегрированное обучение.

Идея использования принципа предметно-языкового интегрированного обучения возникла в результате возросших требований к уровню владения иностранным языком при ограниченном времени, отведенном на его изучение. Этот подход позволяет осуществлять обучение по двум предметам одновременно, хотя основное внимание может уделяться либо языку, либо когнитивному аспекту предмета.