**ТЕХНОЛОГИЧЕСКИЕ ТРЕНДЫ В ОБРАЗОВАНИИ**

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Annotation

Әлем үздіксіз өзгеруде. Компьютерлік технологияның дамуы ойындарды кеңінен қолдануды қамтиды. Интернеттің дамуымен бірге тартымды білім беру практикасын құру қажеттілігі туындады, бұл білім берудің және кәсіби дайындықтың жаңа түрі ретінде геймификацияның пайда болуына әкелді.

Современный мир постоянно меняется. Развитие компьютерных технологий предполагает широкое использование игр. Именно с развитием интернета возникла необходимость в создании привлекательных образовательных практик, что привело к появлению геймификации, как новой формы образования и профессиональной подготовки.

The modern world is constantly changing. The development of computer technology involves the widespread use of games. It was with the development of the Internet that it became necessary to create attractive educational practices that led to the emergence of gamification as a new form of education and professional training.

In recent years, there has been a continuous and very rapid development in the education system, which is associated not only with the search for new learning formats, but also new roles for all participants in the educational process. The concept of Lifelong Learning is currently assigned one of the first positions in the ranking of trends in education of the future. After all, this is a given, without which it is impossible to imagine the life of a modern person. The information is updated with great speed. New technologies are increasingly emerging, robots are replacing people, and the demand for previously unknown professions is growing. All these forces us to constantly study in order to simply maintain the necessary level of competence. The education of a future specialist is inextricably linked with the study of English.

"Our whole life is a game, and the people in it are actors" - the words of William Shakespeare in the XXI century acquire special significance. The game becomes a necessary element of education, which is actively used in English classes. Gamification in education is the use of game elements in the learning process. Gamification is primarily aimed at achieving results. Grades, rating, academic performance are all hidden gamification, which has become so entrenched in the education system that it is perceived as something natural. This is what gives an incentive to our students to achieve new knowledge, which means to move to a new level. The educational game is a complete gameplay with game mechanics, plot, character. Here you can apply the knowledge that has already been formed. In this way it is possible to master a large amount of information. It is also a good method for consolidating or verifying what has been learned. Gamification is based on what makes any process look like a game, it inspires and motivates students, gives them interest and desire to work on something further, but, in fact, it is not a game. The main advantage of the gamification method is that any action can be turned into a habit by using an element of the game in a seemingly boring activity. The main purpose of using gamification in education as a way to control knowledge is to apply the latest educational technologies in practice to attract students' attention to the subject and increase the level of motivation to learn foreign languages. The components of the game used in the gamified system help the teacher in this. Gamification meets the needs of today's students. It allows you to feel outside of routine activities, encourages students to continue their studies voluntarily and independently, since the student himself, unlike the teacher, sees in it only a game, but not an educational activity. In English classes, I very often turn to gamification. This is especially effective when studying grammatical material. In the process of introducing gamification in English classes, I try to awaken a sense of competition in students to some extent. Studies have shown that competitions stimulate students to study the material and perform practical tasks. Using the example in the task “Secret agents”, I tried to encourage the feeling of competition by setting the fact that the first student who completes one of the game tasks gets double points. In my English classes, I often suggest students translate various texts in which certain "hints" are hidden. For example, before reading the text, I offer a riddle, the answer to which lies in the text. Thus, the student should not just translate it, but also carefully read it, comprehend the content. This task can be performed in subgroups, as joint activities stimulate students. The correct execution of the task involves giving higher scores to the team that coped with the task the fastest without making mistakes.

Changes are constantly taking place in our lives. Adjustments are also taking place in the educational process. Modern students live in a special interactive-gaming space, so it is important to create a comfortable environment for them, which gamification allows them to do. The inclusion of gamification elements in the process of learning a foreign language significantly increases motivation, which is achieved through the plot, design and interactivity of educational games.

List of literature

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