**Bondarenko Ievgeniia**

**TRAINING AND INTERACTIVE TECHNOLOGIES AS THE FORMATION PROCESS OF THE PROFESSIONAL AND SPEECH COMPETENCE OF FUTURE NAVIGATORS.**

The formation of the professional speech competence of the future navigator is one of the priorities as it relates to such important practical tasks as professional development of the cadet and the development of his general level of culture, teamwork ability, and formation of the self-education skills.

For the purpose of provision the quality education in higher educational institutions the interactive technologies, namely training are provided. Significant number of works of the domestic and foreign scientists such as L. Bondareva, I. Vachkov, M. Dzeitova, Y. Emelyanov, I. Kovalchuk, E. Christopher, O. Kuklin, L. Levandovska, K. Milyutshna, V. Pugachev, N. Hryaschova, Y. Shvalb is dedicated to disclosure of the "training" concept.

G. Kovalchuk defines “training” as a planned process containing the complex of the specially developed exercises that are created on a scientific basis and carried out by a special technique. They are used to update the knowledge or behavioral skills of the future specialists through learning experience to achieve effective results in a particular sphere.

According to Y. Svalb, trainings exist for the formation and development of personality and professional competence or competencies; training should be considered as one of the most important means of vocational training.

According to T. Zaitseva training is a kind of the “experience” knowledge when the person using the training tries his hand and should find ways to solve the task of the training. Also, this scientist notes that the training can exist as a “trainer” in which a person fulfills educational actions in the special conditions. The training is a temporary event or several events aimed at the acquisition of knowledge and skills.

In this context, the opinion of Y. Sykor who rightly argues that in the development of the educational process the use of training technologies depends on the scope of activities of the future specialists draws attention. The training is aimed at the mastering of knowledge, abilities and skills. The personality of the coach has a great importance in organization of training.

In the higher educational institutions, the professionally oriented English classes use not only the classic training techniques, but also pay much attention to the online training technologies. These interactive methods of training are based on the personality-oriented approach to the student. They are aimed at the development of such qualities of the future navigator, as the ability to think, to react quickly in the problematic situations and to use the effective communication.

During the interactive sessions, the teacher does not play the main role. It should be noted that for the engineering students, namely, future navigators, it is important to define the tasks precisely. While using the interactive methods for the teacher it is important:

- to create a positive climate in the group (for the expression of the own opinion of each student);

- to acquaint students with the clear rules of the interactive game;

- to guide the future specialists into the right development.

As a rule in the teamwork of the cadets appear the improvement of the communicative skills, a friendly spirit and a leadership of the certain individuals. During the interactive games are created such conditions, which activate in the participants the desire to express their own point of view in the group, skills to work in a team, the development of the competitiveness, which contributes to the intellectual-cognitive motives of students to expand knowledge and skills of the professional communication.

Regarding the online training system, there are several basic principles of this technology:

 - personal responsibility (while working in a group, each student should be focused on the own task);

- positive interdependence (successful assignments of each student);

- equal participation (the same time period for everyone); synchronous interaction (involving all students).

In such communication process, students are taught the various skills, namely: to express thoughts, to make important decisions, to participate in discussions, to chat with others.

Regarding the use of the traditional learning methods in higher education, it should be noted that in the recent years they are more replaced by the new interactive technologies. Many foreign and domestic scientists (R. Arnold, I. Weidig, E. Ilyin, S. Lysenkova, M. Maguri, V. Redko, F. Stus) have devoted attention to the problem of introduction of the online training. Scientists emphasize that the use of such technologies in the professionally oriented English classes is an innovative approach to training the future professionals.

For disclosure of the concept “online training” we should refer to the position of E. Golant, who emphasized that the types and methods of training can be divided into active and passive. This scientist uses the term “passivity” in order to reflect the low level of activity of the pupils or students, which occurs at performing the activities of the reproductive character. This activity actualizes the autonomy and creativity of the individual in a small extent.

Regarding this scientific approach, V. Pometun and L. Pirozhenko noted that the online training refers specifically to the “active” method, which has its own characteristics, that online training takes place with the active and ongoing engagement of all students. Regarding the organization of the process of online training, we should note that it simulates life situations, involves the use of role-playing games and joint problem solving. This training promotes the development of skills, values, and abilities of the students, as well as the appropriate atmosphere of interaction and thus provides the right to any individual to become a leader during the teamwork.

In the teaching of the professionally oriented English language, it is expedient to use the interactive technologies for stimulation of the creative position of future professionals, since it allows creating a situation of verbal interaction between the students and the teacher.

Usage of the interactive technologies at the professionally oriented English lessons encourages not only the students but also the teacher to active creative work, exploring the unique qualities of the students and the peculiarities of their thinking. The main requirements for such studies are the formation of basic knowledge of students, careful planning of lessons, creative approach of teachers to their organization and conduct.

A. Gin explains the basic structure of the professionally oriented English lessons with the use of interactive technologies. It includes such stages:

- training (organizational points of the lesson, such as handouts, venue and technical equipment);

- introduction (explanation of rules, goals, formation of objectives, division into groups, roles, time);

- conduct (discussion of the tasks);

- reflection of the results (analysis of the game results and the evaluations).

 Studying the professionally oriented English at the higher maritime educational institution is a fundamentally important task of training of the competent future navigators. In addition, it is a significant need for the future navigators who are preparing to become the skilled navigation officers.

The main feature of studying the foreign language at non-philological higher institutions, namely the maritime institutions, is its professionally oriented character; therefore, there is a need for the development and implementation of training and interactive technologies. The usage of training and interactive technologies at the professionally oriented English lessons encourages students to use the foreign language in communication in communication; moreover, they should pay attention to communication in the process of professional activities with the international crews. The main purpose of the teacher in class is the creation of the real professional communication situations through training and interactive games.

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