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**THE USE OF DIDACTIC GAMES AT HIGH SCHOOL  
AS AN INTERACTIVE METHOD OF EDUCATING PROCESS**

This paper focuses on aspects of interactive learning at high schools. The basic principles of interactive learning include:

- the principle of dialogical interaction

- the principle of cooperation and collaboration,

- the principle of the active-role-playing (game) and training learning.

Benefits arising from the interactive learning include: interaction of all participants of the educational process, exchange of information, simulation of the situation, evaluation of colleagues’ actions and their own behaviour. There is a constant change of learning activities: games, discussions, work in small groups, a small theoretical unit (mini-lecture).

Among the most effective interactive teaching methods in higher educational institution scientists specify didactic games. Game methods of educational work at the university are complex in structure and efficient in the process of training, education and development of students.

A theoretical and practical framework proved that the didactic game is an effective method of enhancing the learning process, stimulating interest to the subject.

The present study proposes a plan of educational game for discipline "Foreign culture", the aim of which is to attract students to the world's cultural heritage.

The introduction of interactive learning at higher education institutions assumes creation of conditions for active learning and the realization of creative potential of each student. The teacher tries on the role of an organizer, a consultant, etc. and encourages students to their independent search of necessary information that enhances their inner motivation through continuous feedback. In the process of assessment the teacher takes into account the activity of the student, his effort, ability to cooperate with others and show the results of the activities. This contributes to the actualization of personal features of students, their professional self-development, creates the conditions for its fulfillment.