**Dannik Lyudmila**

**METHODOLOGICAL ASPECTS OF APPLICATION OF INFORMATION AND COMMUNICATION TECHNOLOGIES IN PREPARATION OF FUTURE TECHNOLOGICAL EDUCATIONAL PROPERTIES**

Methodical aspects of application of information and communication technologies in the training of future specialists in technological education.

The actual issue concerning the use of information and communication technologies of training in the process of preparation of future specialists of technological education at the Faculty of Physical and Mathematical, Computer and Technological Education of the Berdyansk State Pedagogical University is considered.

 A concrete example examines the methodology of conducting a lecture using information and communication technologies on the topic "Artistic designing of technological activities", which is included in the training course "Techniques for studying the course" Technologies "in high school."

 To achieve the goal, the author developed a methodology based on the introduction of two basic elements:

1. Accompanying a lecture with a multimedia presentation.

2. Confirmation and systematization of knowledge with the help of the educational software "Quest-puzzle".

 When creating a multimedia presentation, the following sequence, such as motivation, statement of the educational goal, creation of prerequisites for the perception of the educational material, submission of the educational material itself and its assessment, were taken into account.

 The author notes that the quest is an interactive intellectual adventure that includes sequential tasks to achieve a specific goal. The Quest Puzzle software is developed, which relates to short-term computer intellectual quests based on riddles, puzzles, tasks of attention and observation.

 The author draws attention to the fact that the educational software "Quest-puzzle" can be used in three forms of work: the collective − at the lecture group − in practical classes; Individual − as an independent student's work.

 The author emphasizes that the use of the multimedia presentation and educational software "Quest-Puzzle" in studying the topic "Methodology of studying the section" Artistic designing of objects "taking into account all of these recommendations helps to intensify the educational activity of students, thanks to its diversity; Develop creativity; To be accustomed to work in a team, that is, allows to optimize the learning process as a whole and realize the principle of activity orientation, as a component of the humanization of learning.

**References**

1. Afanas'eva E. Prezentacyy v PosherPoint. Shpargalka. / E.Afanas'ev / Yzdatel'stvo: NT Press, 2006. – 160 s.

2. Kijanovs'ka N. M. Zastosuvannja informacijno-komunikacijnyh tehnologij u fundamental'nij pidgotovci majbutnih specialistiv u tehnichnyh VNZ Ukrai'ny / Natalija Kijanovs'ka // Pedagogika vyshhoi' ta seredn'oi' shkoly: zbirnyk naukovyh prac'. – Vypusk 38. – Kryvyj Rig, 2013. – S. 209-213.

3. Kononec N. Tehnologija veb-kvest u konteksti resursno-orijentovanogo navchannja studentiv /N. Kononec // Vytoky pedagogichnoi' majsternosti. − 2012. − Vyp.10. − 138 s.

4. Nacional'na strategija rozvytku osvity v Ukrai'ni na 2012–2021 roky [Elektronnyj resurs]. – [2011]. – 37 s. – Rezhym dostupu : http://shshsh.mon.gov.ua/images/files/neshs/12/05/4455.pdf