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DESIGNING THE EDUCATIONAL PROCESS IN DESCRIPTIVE GEOMETRY AND COMPUTER GRAPHICS.

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Annotation

Designing the educational process in descriptive geometry and computer graphics in lessons, pedagogical technology functions both as a science exploring the most rational ways of learning, and as a system of methods, principles and regulatively applied in teaching.

Keywords

pedagogical technology, special, method, teaching, educational tools, computer graphics.

The search for ways to improve the quality of specialist training forces us to reconsider both the content of education and training, as well as the technology of the educational process. The development of new teaching methods and techniques, the creation of new forms of organization of the educational process, the use of fundamentally new teaching tools opens up opportunities for the introduction of scientific and technological progress in new learning technologies.

The pedagogical skill of a teacher consists in selecting the necessary content, applying optimal teaching methods and tools in accordance with the program and the educational objectives set. What is pedagogical technology? It is a set of psychological and pedagogical attitudes that define a special set and arrangement of forms, methods, methods, methods of teaching, and educational tools. Any pedagogical technology is an integral part of the pedagogical system, and methods and techniques, methods and forms of teaching are elements of any pedagogical technology. The use of modern educational technologies in the practice of teaching is a prerequisite for the intellectual and creative development of students. For several years now, our college, like the entire system of educational institutions, has been dealing with health-saving technologies in the educational process.

Pedagogical technology is a systematic method of creating, applying and defining the entire process of teaching and learning, taking into account technical and human resources and their interaction, aiming to optimize the forms of education.

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Pedagogical technology means the systemic totality and the order of functioning of all personal, instrumental and methodological tools used to achieve pedagogical goals. The concept of "pedagogical technology" can be represented by the following aspects. Scientific: pedagogical technologies are a part of pedagogical science that studies and develops the goals, content and methods of teaching and designs pedagogical processes, procedural–descriptive: a description of the process, a set of goals, content, methods and means to achieve the planned learning outcomes, procedural-effective: the implementation of the technological process, the functioning of all personal, instrumental and methodological pedagogical funds.

Thus, pedagogical technology functions both as a science exploring the most rational ways of learning, and as a system of methods, principles and regulatively applied in teaching, and as a real learning process.

In addition to teaching materials, the content includes news of the educational process, as well as student creativity over the many years of the resource's existence. The creativity section plays an important role in learning. There are videos, three-dimensional animation and animation, websites, brochures, games and presentations. The winners of the annual contests get the opportunity to post the result on the website, etc. to write their name in the history of the university. For new generations of students, such an "anthology" becomes a guideline and at the same time an incentive to study.

The materials posted on the resource pages are successfully used not only by students and assistants working in descriptive geometry and computer graphics, but also by other university teachers who read related disciplines such as Information Technology, Information Systems Administration, Computer graphics, etc.

The goal of teaching through the network is to form a viable personality that adapts quickly to changing conditions, has high activity and determination.

The principle of teaching descriptive geometry and computer graphics should take the place of the leading principle today, since it has both methodological and applied significance: on the one hand (methodological), it defines the idea that provides the conceptual basis for the model of a formed personality - a safe type of personality;

On the other hand, (applied), he is responsible for ensuring that the entire learning process is safe and does not harm the individual. The need for a systematic presentation of students in pedagogical technology aimed at fulfilling the main condition for the sustainable development of civilization requires a significant development of the educational content. Comprehensive consideration of issues

related to the educational technology of society and the state, affecting all areas of human activity from the principles of a healthy mental lifestyle and incentives for activity to the development of personal and technical life strategies, can only be covered by a new broad educational field that has cross-links with almost all subjects of the general education curriculum.

About the problems of teaching the discipline "Descriptive geometry and computer graphics". For many years, the basic textbook recommended as a teaching aid for students of higher education institutions has been textbooks. The book was actually the first attempt to summarize a huge amount of material in this field. I would like to express my gratitude to the authors for their titanic work. A lot of important and much-needed information is reflected on these pages. Previously, the basic book was undoubtedly "Fundamentals of Interactive Machine Graphics" by Foley and Van Dam [1]. We recommend reading it today, because unfortunately not all the most important issues of the discipline are included in the new edition of the textbook [2].

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