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Features of educational graphic activity

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Annotation:

In modern production, the presentation of information in the form of graphical dependencies is increasingly used as the most economical, visual and meaningful. In this regard, the actual task of education remains the search for effective ways to organize the educational and cognitive activity of students, the use of progressive and developing methods and means of training to implement the tasks of personality development, in particular, in the field of graphics and graphic information.

Graphic means of presenting information are used in various areas of visual communication in order to cause certain thought processes based on images. A graph, a drawing are the means by which information is transmitted in the form of graphic images.

Educational graphic activity is a didactically expedient (justified) combination of graphic knowledge, skills and cognitive activity specific for graphic disciplines for their acquisition [1].

When organizing the learning process of any activity, in particular graphic, first of all, it is necessary to determine its composition. To determine the components of educational activity, it is necessary to take into account the goals of learning, which should determine the possibilities for developing the creative abilities of students.

The structure of graphic activity should be correlated with the components of active learning: needs, motivations, cognitive interest, emotions, attention, will, etc. The author [1] generalized the structure of educational graphic activity is represented by three interrelated components: personal, functional and subject.

The personal component involves the realization of aspirations in educational graphic activity through cognitive interest. This should take place on the basis of the purposeful functioning and development of the personal qualities of students, the disclosure of their intellectual potential, inclinations and abilities. Here we can also talk about the general development of the personality as the development of the mind, will, feelings, emotions, etc. The functional component includes the attitude to the assimilation of actions to achieve their effectiveness, as well as an understanding of its significance in learning. The subject component consists of actions to master the educational graphic activity, its entire volume, expressed by knowledge, skills and abilities.

Teaching, which is determined by the personal, functional and subject components of educational graphic activity, allows at any time to move from passive-reproductive activity to active-productive, i. e. creative. Creative activity presupposes: independent transfer of knowledge and skills to a new situation; seeing new problems in familiar, standard conditions; vision of new functions of a familiar object; vision of the structure of the object to be studied; the ability to see an alternative solution; the ability to combine previously known methods of solving a problem; the ability to create an original way of solving [2].

In the process of transition from passive-reproductive activity to active-productive, teaching techniques and methods play an important role.With the help of them, the teacher helps students achieve the goals set at the beginning of the lesson and contribute to the development of artistic

and graphic skills. One of the most common methods of teaching computer graphics is a combined lesson, which has a heterogeneous structure and has a number of advantages: it provides multiple changes in activities, provides feedback and management of the pedagogical process, contributes to the implementation of an individual approach to learning, creates the necessary conditions for quick application new knowledge. Effective active teaching methods, in our opinion, are a problem lecture, brainstorming, simulation exercises, project method, etc.

Thus, classes for the study of graphic activity should be based on the main component of the teaching – the activity of the student himself. Graphic knowledge and skills should be considered as a means of developing the personal qualities of students.

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The practical path of computer teaching reform based on modern educational technology

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Annotation:
The article deals with the issues of computerization of education based on modern educational technologies. It is shown that, depending on the direction of training of future specialists, it is necessary to use different software.