

Organization of the educational process at the stage of pre-university training using electronic educational resources

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An important task of the modern education system is to create an information and educational environment that allows for operational changes in the educational process and requires a fundamentally new approach to its organization. The faculty of pre-university training of Vitebsk State Medical University being a stage in the system of continuing education of future specialists carries out the training of students and applicants for successful passing of centralized testing in chemistry and ensures the continuity of the formation of subject and key competencies which are necessary for students for further studies and self-determination. To this end the Department of Chemistry along with the traditional methods introduces interactive teaching ones that ensure the student in active communication. The department has accumulated experience in applying blended learning technology in the educational process which combines classroom instruction and online training. Guided self-directed work is an important aspect of this technology. To provide educational and methodological support for guided independent work the Moodle distance learning system is used which has ample opportunities for implementing the learning process in an e-learning environment. Educational lectures have been created on the basis of the interactive element of the Lecture course, presentation of lecture material in PowerPoint, converted into HTML5 format using the iSpring Suite program which makes it possible to improve the quality of educational content and supervise students' individual work. At certain stages of training online classes are held in the form of video conferencing, consultations using Zoom, Skype software. E-mail, chats in Viber, WhatsApp messengers are used as means of communication. The department actively uses e-learning technologies in particular the LearningApps.org online service which provides the development of electronic interactive tasks with elements of gamification which heighten interest in the subject. In their practice teachers adapt the online platform Plickers which provides mutual communication among participants in the educational process and allows them to assess immediately the students' answers using QR codes in practical classes. The electronic learning resources used make it possible to improve the skills and methods of independent activity, to develop the educational, cognitive and informational competences of students which contributes to their further successful study at a higher educational institution.