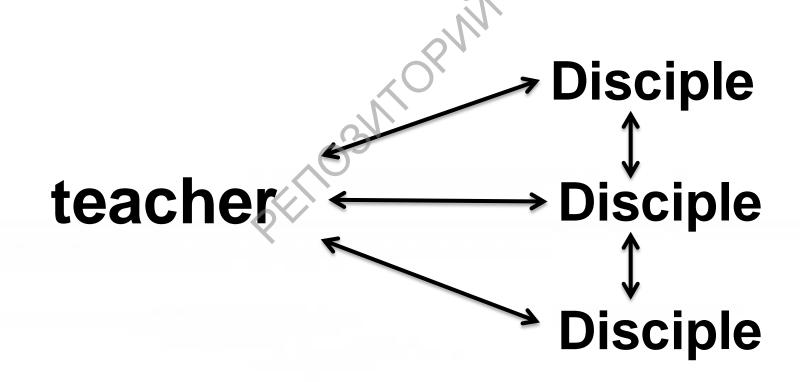
# Interactive forms of training

Yurevich Katerina Lecturer at the Department of Pedagogy and Psychology of Inclusive Education Interactive learning is interactive learning, in the course of which the interaction between the teacher and the student is carried out.



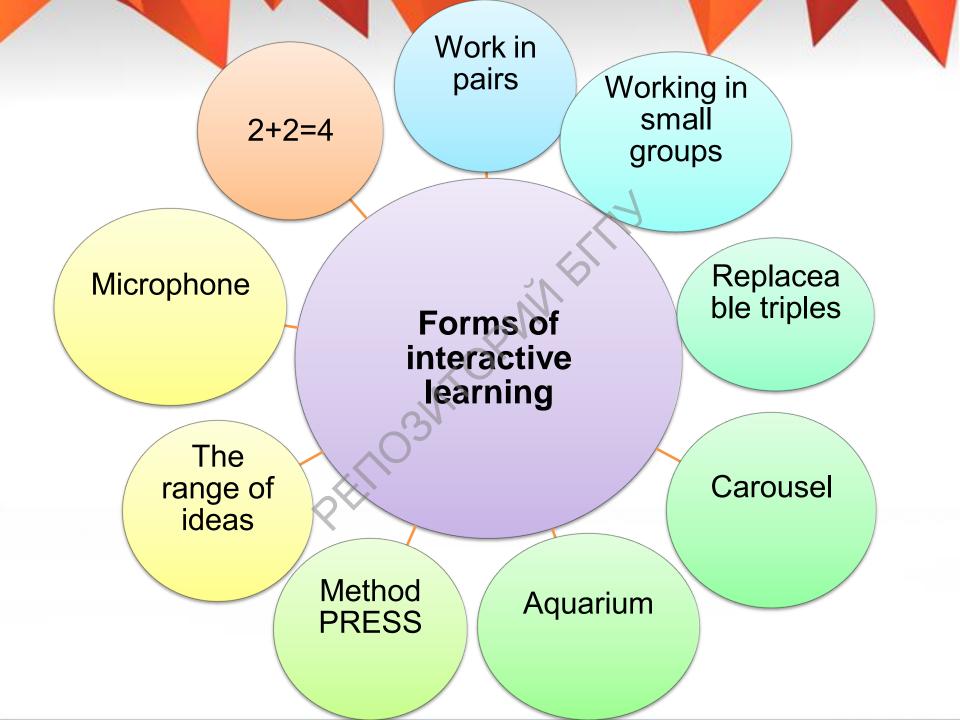
Interactive forms are the established order of the organization of acts, processes, the actions directed on more effective decision of the objectives and tasks based on the principles of interactive training.

Principles of interactive learning

reliance on the experience of students (transformatio n of existing experience)

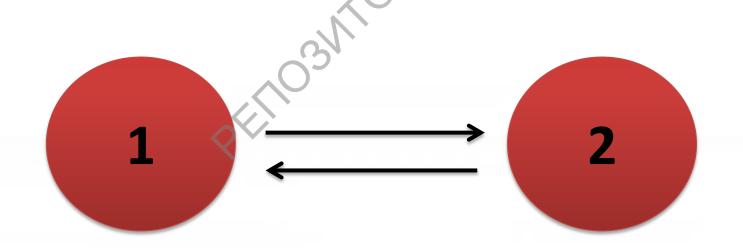
the activity of the learners

the position of teacher, consultant, facilitator



#### **WORK IN PAIRS**

is the job 2 students, communicating and interacting, perform the solution of the problem aimed at obtaining the overall outcome.

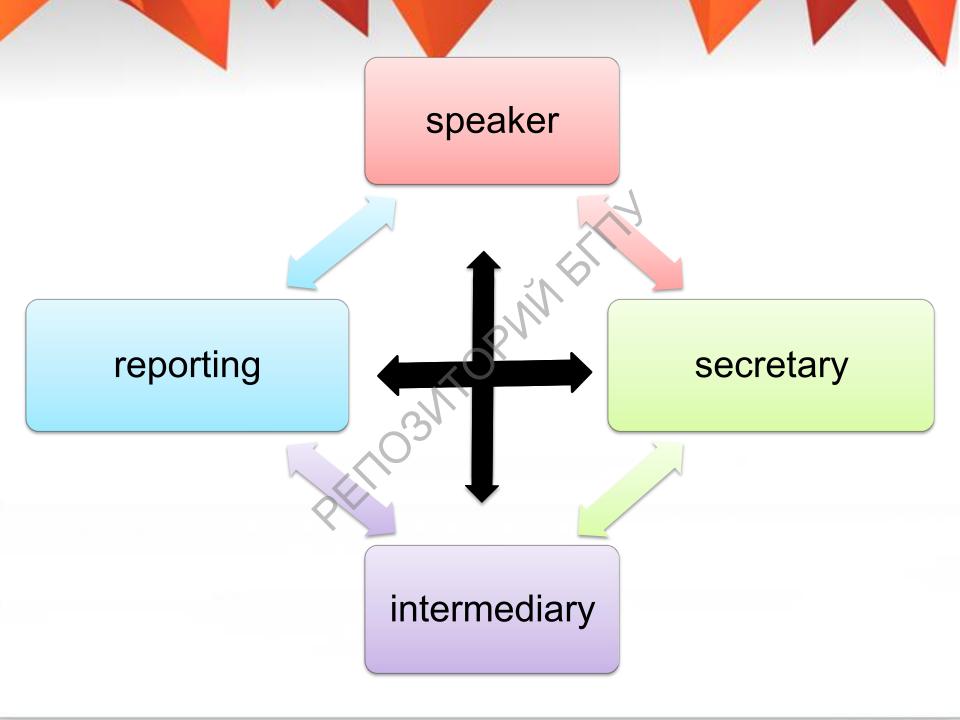


## **Advantages:**

- participants learn by listening to each other
- motivation increases
- develops fluency of speech
- •the emphasis is on cooperation
- increased sense of responsibility
- •creates an atmosphere of comfortable learning stimulates independent communication of students

## **WORK IN SMALL GROUPS**

– this is one of the most popular forms of interactive learning, because it gives all students the opportunity to participate in the work, to practice the skills of cooperation, interpersonal communication.



#### REPLACEMENT TRIPLES

 this is one of the forms of interactive classes, during which issues are discussed in threes.

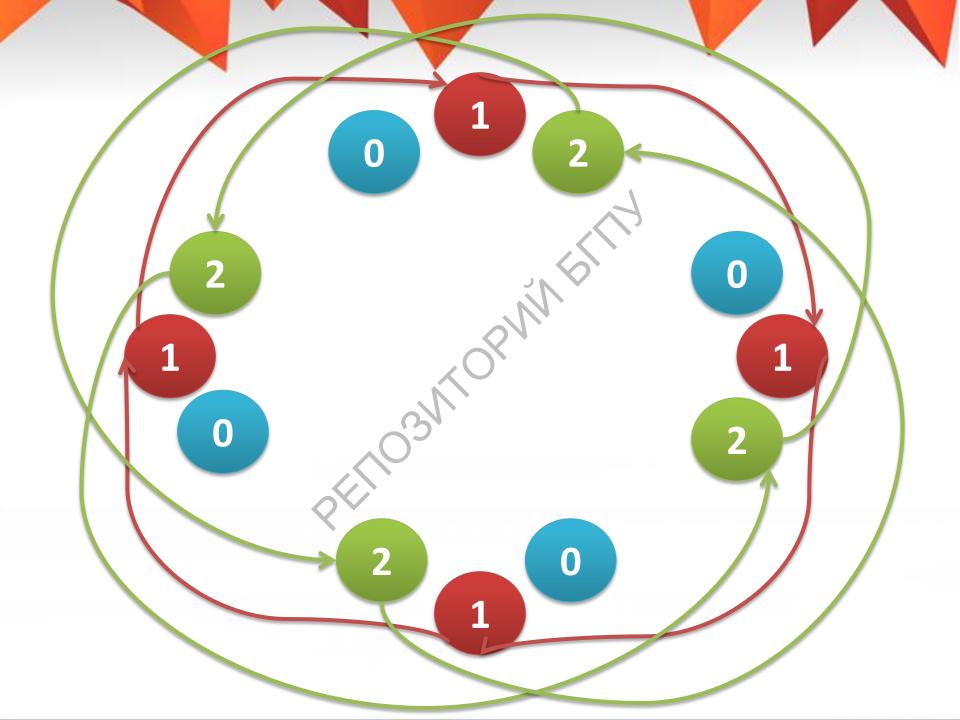
For all three, one question is asked.

# Algorithm of actions:

Statement of question

Discussion of issues

The calculation of the members of the Troika from 0 to 2



#### **CAROUSEL**

- this is an interactive form of the lesson, which is that students form two rings: internal and external.

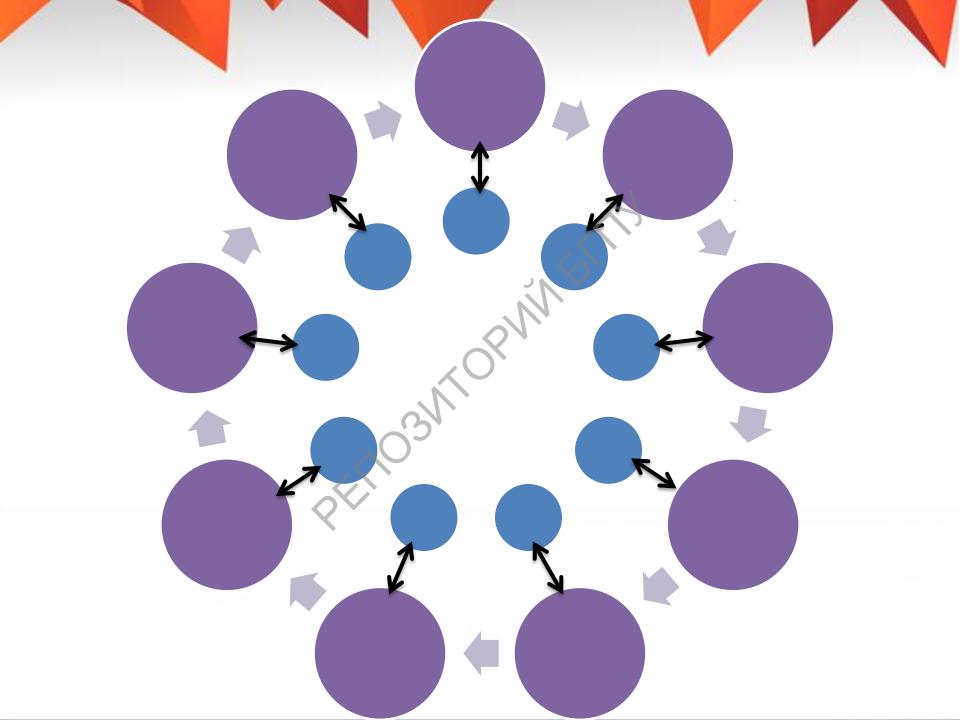
The inner ring is the disciples sitting still.

The outer ring is the disciples who change after a certain period of time.

## Algorithm of actions:

- Distribution of cards with tasks on one topic between students
- Discussion of the assignments (student has to convince the interlocutor in the right)
  - Change of the partner and the card with the task

The algorithm is repeated again

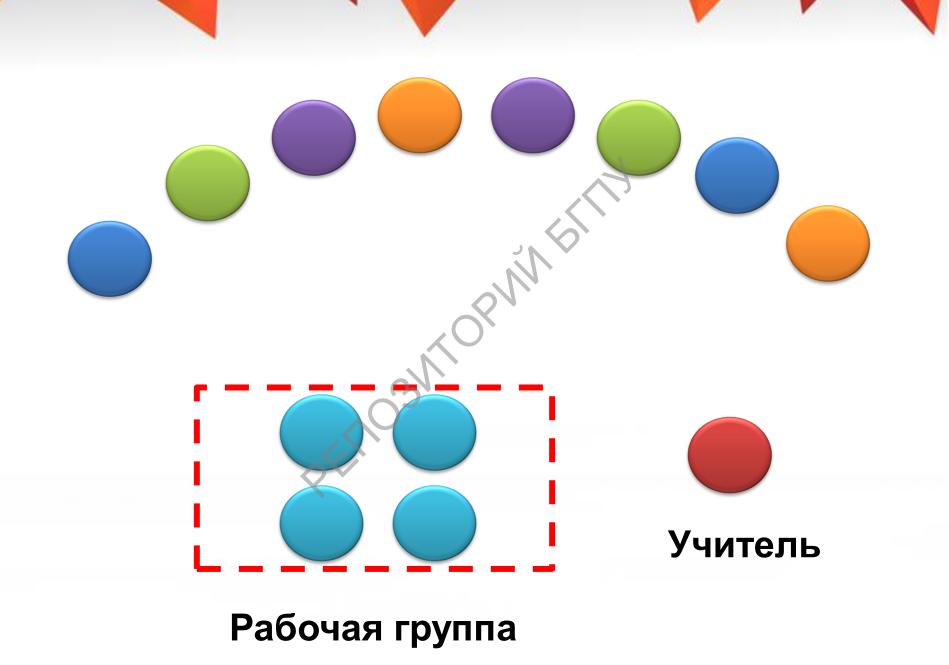


## **AQUARIUM**

– this is an interactive form of the lesson, in which 2-3 people take part, and the rest act as observers, which allows one to "live" the situation, and the other to analyze the situation from the outside and "empathize" it.

## Algorithm of actions:

- The band in the center gets the job, read and discuss it.
- The rest of the students listen carefully and make notes.
- After public performance of the task the group takes the workplaces.
- Class students discuss the course of the discussion, arguing speakers.



#### **METHOD PRESS**

– this is an interactive form of the lesson, which involves the division of educational material into separate blocks by the number of students.

Students work out information and exchange it, creating temporary pairs, after which there is a collective negotiation and consolidation of educational material.

## Stages:

Statement of own point of view ("I believe that...»)

Justification of the thought ("...as...»)

• Examples and arguments to support your point of view ("...for example...»)

Generalizations, conclusions ("And so...»)

**\** 

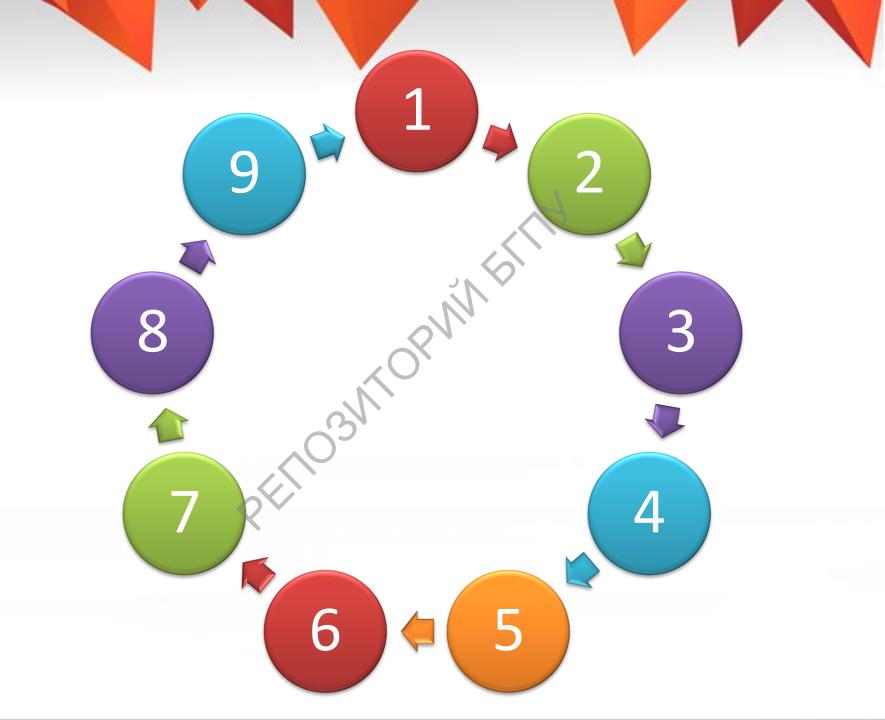
3

#### THE RANGE OF IDEAS

– this is an interactive form of the lesson, which allows everyonethe child should speak out and develop communication skills, establish cause-and-effect relationships, draw conclusions from the information received and solve the task.

#### Peculiar properties:

- 1)Students speak at will.
- 2) the Teacher may take the floor after discussion.



#### **MICROPHONE**

- it's a kind of circle of ideas. Its main features are as follows:
- •Gives everyone the opportunity to Express their thoughts or position;
- All statements are accepted and approved, but not commented on or evaluated;
- Only the one with the symbolic microphone speaks;
- The speaker must clearly and concisely.

## 2+2=4

- this is an interactive form of the lesson, which assumes that the problem/information is first worked out independently, then discussed in pairs, then combined into four. After the decision in the four is a joint discussion of the issue.

