

ТАРИХИ САНАНЫ ЖАҢҒЫРТУ ЖӘНЕ ТАРИХИ ҒЫЛЫМ

МОДЕРНИЗАЦИЯ ИСТОРИЧЕСКОГО СОЗНАНИЯ И ИСТОРИЧЕСКАЯ НАУКА

USE OF LEARNING INTERNET RESOURCES TO TEST STUDENTS' KNOWLEDGE IN A LESSON.

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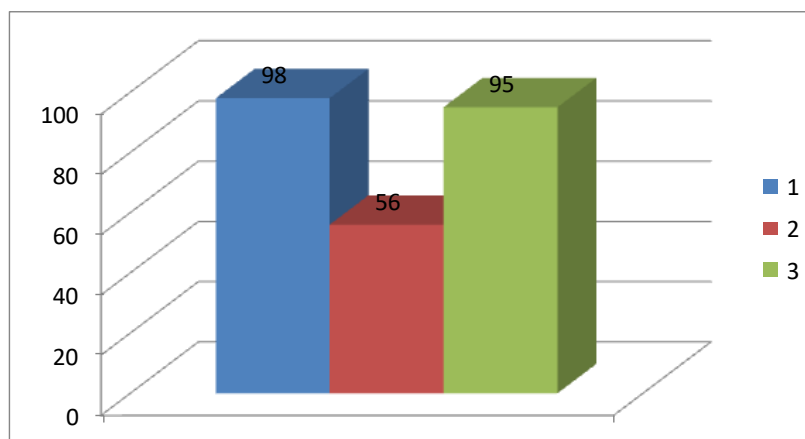
Modern electronic resources, as is well known, provide unlimited choices of educational materials for use in the lesson: textbooks, presentations, videos, websites of teachers' communities with materials for the exchange of practical experience. In addition, electronic resources now provide an opportunity to quickly check the level of assimilation of the material studied in the lesson.

Electronic educational resources are one of the most valuable components of the educational information environment. It is in educational resources that the content component of the educational process is concentrated. The value of electronic resources in the educational process is significantly greater than that of conventional paper aids, since new educational technologies imply a reduction in personal contacts between a teacher and a student with an increase in the share of independent training. Therefore, e-learning resources assume the support of a part of the learning components that in the standard learning process are provided with in-person communication between a teacher and a student.

To identify the importance of Internet resources in the educational space, we conducted a sociological study. This study was conducted in the form of a survey. We asked the respondents the following questions:

- 1) Do you think that a modern teacher should use modern electronic Internet resources to diagnose students' knowledge?
- 2) Are training courses conducted during lectures and workshops on the use of Internet resources?
- 3) Would you be interested to learn more about the new modern educational Internet resources?

100 respondents were interviewed. The survey respondents were students of Kostanay State Pedagogical University. The results of the survey may be presented in the form of a table:



As a sociological study showed, future teachers have a problem of lack of awareness about modern educational Internet resources. As practice shows, today more and more educational institutions are connected to the Internet within the framework of various state programs for the development of education. The active use of Internet technologies by educational institutions, telecommunications in the full-time educational process allows us to talk about the introduction of innovative processes through which changes occur in various planes: the goals and content of curricula, forms and teaching methods change. Therefore, today it is necessary to take up the educational preparation of future teachers on the use of Internet resources in the educational process, as well as on their role and place in it.

In the course of work on this article, we analyzed modern Internet resources that are aimed at testing and diagnosing students' knowledge in the classroom, and also made up step-by-step instructions for working with them.

Kahoot service - the game and score!

Kahoot is a relatively new service for creating quizzes, tests and polls. Students can respond to tests created by the teacher from tablets, laptops, smartphones, that is, from any device with access to the Internet. Kahoot service allows you to create polls, and make these polls a competition between your students. [3]



Figure 1. Kahoot - a program for creating quizzes and tests

Algorithm for creating a test using the Internet service Kahoot:

Step 1. Register on Kahoot site

We register on the site <https://getkahoot.com>, click on the *Sign up for free* button. Next, select the user status for registration, as a teacher or student. Select *Teacher* and go to the registration form. Fill in the registration form where we create an account with a password for further authorization when using the site.

Step 2. Creating a test subject

After registration, the user's personal page automatically opens, where functions for creating quizzes are located. To create a test, you need to click on the *Quiz* button, after which a form will open to create the subject of the test, here you can add a picture on the subject, select the test language, privacy, level, give a brief description of the test and specify keywords as tags. Next, click on the button *Ok, go*.

Step 3. Create questions and test answer options

The next step is to directly create questions and test answer options.

To create a question, use the *Add question* button. Then a form for creating a question will open, we add a question and four answer options, tick the correct answer, we can also set a timer, include photos and even video clips in the question. The pace of quizzes and tests is regulated by introducing a time limit for each question.

If desired, the teacher can enter points for the answers to the questions posed: for the correct answers and for the speed. The scoreboard is displayed on the monitor of the teacher's computer. To create the next question, click on the *Next* button. Similarly, create a second, third, etc. questions. To save the test, click the *Save* button in the upper right corner.

Step 4. Preview and run the test

After saving the test and clicking the *Save* button, Kahoot service allows you to edit the test using the *Edit it* button, preview the test using the *Preview it* button and launch the test using the *Play it* button, and share the test link using the *Share it* button. To preview and play the test, click on the *Preview it* button, after which a preview window appears where the teacher's computer is on the left and the student's mobile is on the right.



Figure 2. - Preview window

To participate in testing, students simply have to launch the Kahoot.it website in the browser if they perform the test from a computer, or install and launch the kahoot application on a smartphone or tablet. After downloading, the teacher must choose one of the following test mode types: Classic (individually) or Teammode (command) and go to the list of students to be tested and where the PIN code will be presented, according to which students will have access to this test.

Students need to enter a PIN code on their smartphones or computers, which the teacher represents from his computer and his names. Further, in the teacher's test window, a list of students being tested will appear, after which, while everyone registers, the teacher should click the Start button to start the test.

Step 5. Passing the test

A test with the theme and background image is loaded, then the first question with the answer questions appears. It is convenient for a student to choose the correct answer on their device. Variants are represented by geometric shapes. The student clicks on the corresponding figure and a message appears about the correct or incorrect answer. Next, the teacher presses the *Next* button and the next question appears.

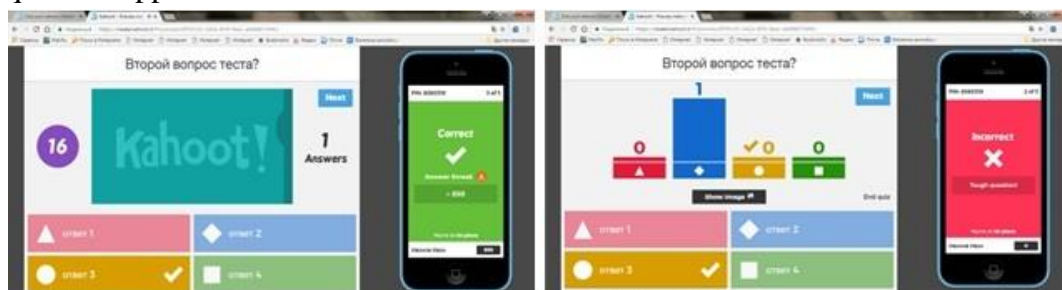


Figure 3. - Window for checking the correct answer of the question

Step 6. Reflection and test report

At the end of the test, statistics are released, where the leaders among the tested students are identified by their number of points. Next, a reflection feedback window is displayed, where students can give their assessment of the test.

Step 7. Obtaining a test report

At the end of the test, you can use the Save Results button to display a report with test results. To download the report to a computer, click on the Direct Download button. The test results report is downloaded in .xls format, open the downloaded file using Excel and see the test results. Using this service can be a good way to get original feedback from students.

One of the features of Kahoot is the ability to duplicate and edit tests, which allows the teacher to save a lot of time.

Learning to use the service is quite easy. Although there are educational videos.

Socrative service: creating quizzes and tests for students

Socrative is a service that helps teachers create tests and quizzes to determine the level of students' knowledge. This service allows you to create new polls directly during a joint session of the teacher and students working with the application. It's as if you are working in a "virtual room" in which the teacher is the main thing: he starts surveys, creates new ones and so on. And students from their mobile devices or computers are connected to the action. Quiz questions can be answered under your name or anonymously, depending on which mode of use the teacher has provided. Quiz participants' answers help teachers analyze how well the material has been learned and assess the amount of their knowledge in order to transform and improve the curriculum. Teachers can draw conclusions about the presence of successful and lagging students, about the progress of the class as a whole, and trace changes in these indicators over time. [4]

Socrative service: creating quizzes and tests for students

Algorithm for creating a test using the Socrative Internet service

Step 1. Registration at <https://socrative.com/>

To compile a quiz or test, you must go to <https://socrative.com/> and select registration as a teacher by clicking on the *Teacher login* button and in the authorization window that opens, select the *Get Account* button, after which the user registration form will open where you need to go through three stages : creating a profile, specifying an educational institution, creating an account.

- Socrative service site

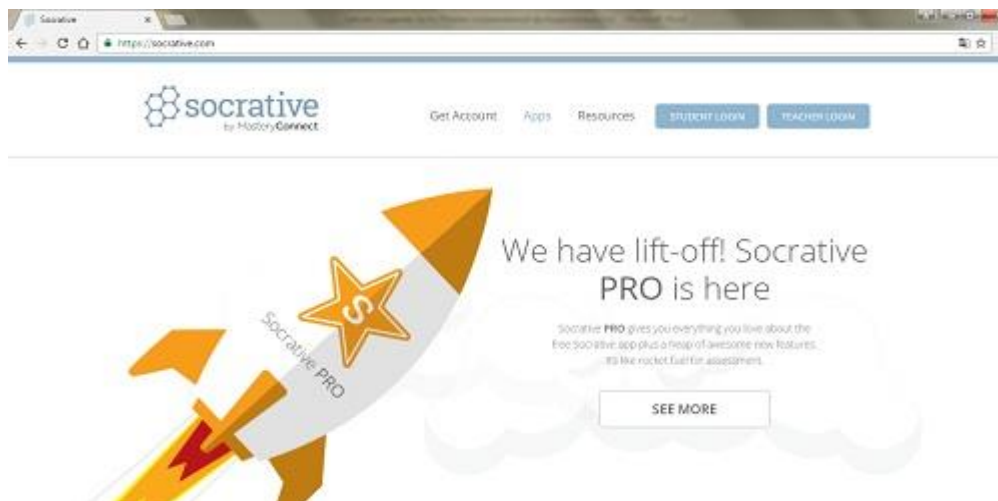


Figure 4. - Teacher Registration Form

By registering on the site socrative.com, in the future you can log in to this site using the created account with a password, or use special applications on smartphones. There are two types of applications for iOS and Android: SocrativeStudent and Socrative Teacher. You can download them on the official website of the application.

Step 2. Create a test

After registering a user as a teacher, a personal teacher page is automatically created on socrative.com, where the upper part of the screen on the center of the page will indicate the individual code of the teacher's room, using which students can later access the teacher's tests. To create a test, go to the Quizzes tab, where using the Add quiz - Create new command we create the test subject and select one type of questions. The Service offers a variety of different test options: in

the form of questions that need to be answered «true» or «false», multiple choice questions and open questions.

If you select the *True / False* button, you can create a question with the answer “true” or “false” and click Save to save the question. When you select the *MultipleChoice* button, a question is created with multiple choice answers, where you need to put a check mark on it to indicate the correct answer. To create an open answer with a short answer, you need to select the *Short answer* button.

Step 3. Passing the test

After creating the test, to launch it, you need to go to the *Launch* tab and click on the *Quiz* button, after which a window opens where you can see a list of previously created tests and select one of them, click on the *Next* button. The next step is to choose a test method: Instant Feedback (instant feedback, where students can answer questions in order rather than answers). Instant feedback is provided after each question. You are tracking progress in the results table.), Open *Navigation* (open navigation, where students can answer questions in any order and change answers before completing a test. A teacher can track progress in the results table), Teacher Paced (the teacher controls the flow of questions and keep track of the answers as they arise (you can skip and return to the questions). After selecting the test passing method, the last step is to start the test using the Start button.

The finished test provides an instant opportunity to remotely check students. The presence of individual computers in the class is not necessary, tasks can be performed on a smartphone or tablet. Of the highlights of Socrative, it is worth noting also the function of controlling the time allotted to the stages of work performance: at the choice of the teacher, students can perform the test in their own rhythm, or in the strict time control mode by the teacher. The system also allows the teacher to track in real time how many people have already completed work and how many correct answers have been given.

Below you can see the whole process step by step using screenshots from the site and the application. After the test is started by the teacher from the website or the application SocrativeTeacher, and the student, running the SocrativeStudent application on his smartphone or through the website *Socrative.com*, must first dial the “room” code in the “*EnterTeacher'sRoomCode*” column, which is provided by the teacher. Next, the student enters his name by registering in the test. When a test starts in the teacher’s window, the whole process of passing the test by students will be presented; here the teacher can see in real time how many students have connected to the test, their names and answers to the test questions.

After the start, the student is automatically selected the first question. A question can be of a different type, as has already been said above: a question with the choice of the answer “right / wrong”, an open question, or a question with several choices.

The student chooses one of the suggested answer choices and clicks *SubmitAnswer*, after which he learns whether he answered correctly. When creating a test, the teacher may include an explanation for this question, which the student sees after answering.

At the same time, the teacher’s answers appear on the screen in a table. The green square stands out the correct, red wrong answers from students:

Step 4. Obtaining a test report

At the end of the test, the teacher presses the *Finish* button. A great advantage of Socrative is the automatic test report, which is sent to the teacher's e-mail, which significantly reduces the time spent on checking and evaluating test papers. To output the report, click on the *Get Reports* button, then if we want to send the report to e-mail, select E-mail, and if we want to download the report, then click on *Download*. The report is sent in the .xls file format.

The Socrative service receives positive feedback from both students and teachers. The first ones point out the fact that classes become more interesting and more fun, and the second ones - ease of use and a large amount of data that are not collected manually, but automatically by the program itself.

Based on the above, we can conclude that the experience of using Internet resources shows

the effectiveness of this form of control. Tests developed with regard to the sequence of studying topics help to identify gaps in knowledge, to determine how consciously students have knowledge of theoretical material. This allows you to make the necessary adjustments to further work with this or that student or class. The use of this type of work helps to conduct a survey of students on various problems, to turn the lesson into an exciting lesson.

List of used sources

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2. Chernyavskaya AP, Grechin BS, Modern means of evaluating learning outcomes: a textbook.-method. allowance. Yaroslavl, 2008. - 286 p.
3. Kahoot.it
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СЕЙІТ КЕНЖЕАХМЕТҰЛЫНЫҢ ЕҢБЕКТЕРІ ЭТНОГРАФИЯ МЕН ТАРИХ ҒЫЛЫМЫНЫҢ ДАМУЫНА ҚОСҚАН ҮЛЕСІ

Абдрахиева Кымбат, «Тарих» мамандығының 4 курс студенті
Ғылыми жетекші: т.ғ.к., қауымдастырылған профессор **Наурызбаева Э. К.**
Өмірзақ Сұлтанғазин атындағы Қостанай мемлекеттік
педагогикалық университеті Қостанай қ.

Қазақстан тәуелсіз ел болғаннан кейін өткен тарихымызды, әдет-ғұрпымыз бен салт-дәстүрімізді, материалдық мәдениетімізді жаңғыртуға бетбұрыс жасалуда. Орталық Азияның ірі этностарының бірі, Евразияның үлкен кеңістігін алып жатқан қазақ этносының өткен тарихы мен мәдениетіне байланысты көптеген мәселелерді зерттеуге назар аударылуда. Қазақ халқының өзіндік бірегей әдет-ғұрыптары мен салт-дәстүрлері көптеген ғасырлардың барысында қалыптасты. Отарлық пен Кеңес дәуіріндегі қатаң жүйе халқымыздың ғасырлар бойы қалыптасқан дәстүрлі мәдениетіне елеулі өзгерістер енгізіп, тіліне қауіп төндірді. XVIII ғасыр мен XX ғасырдың бас кезінде оның бірқатарын Ресей әкімшілігінің өкілдері, орыс және шетел ғалымдары, саяхатшылар айқын байқап, жазып қалдырды. Қазақтардың әдет-ғұрыптары мен салт-дәстүрлері үй ішіндегі отбасылық және адамдардың өзге де топтары арасындағы өзара қарым-қатынастарды қалыптастыруда үлкен рөл атқарды. Қазақ халқының ішінен топтан суырылып осы мәселені теңірек зерттеп зерделеген Сейіт Кенжеахметұлы еді.

Белгілі жазушы-этнограф Сейіт Кенжеахметұлы халқымыздың тарихы мен мәдениетін, салт-дәстүрін терең білетін және көпшілікке насихаттауда қызықты әрі құнды еңбектер жазып, арнаулы жеке мектеп ашқан санаткер ретінде елімізге танымал тұлғалардың бірі. Кеңес өкіметі кезінде ұмыт бола бастаған ұлттық салт-сана, дәстүрлерімізді тәуелсіздік алғаннан кейін қайта дәріштеп, әспеттеп, әрлендіріп, жалпақ елдің жадын жаңғыртып, жандандыруға қосқан Сейіт Кенжеахметұлының ересен еңбегін ешкім жоққа шығара алмайды. Халық мұрасын, үлгі өнегесін, сөз өнерін жиақнап терді. Халықтың салтын, дәстүрін, дінін, тілін, тарихын, әдеп әдетін, тәлім-тәрбиесін, мінез-құлқын зерделеді. Ол ұлт рәсімдерін реттеп, бір жүйеге салып, оны ғылыми айналымға түсіріп, бірнеше мәрте кітап етіп шығарып, төрткүл дүниеге таратты [15].

«*Ұлттық әдет-ғұрыптың беймәлім 220 түрі*» атты 256 беттен құралған жинақ ең алғаш 1998 жылы Алматыдағы «Санат» мемлекеттік баспасынан 3000 дана болып жарық көрді.

Қасіреті мол халықтың ғасырлар бойы жалғасқан рухани мұрасын жинап, оны өз мағынасында жеткізу бір адамның қолынан келетін жұмыс емес. Алайда, жасынан таза халық тәлім-тәрбиесі мен үлгісінен нәр алып, халықтық, исламдық және кешегі кеңестік тәрбиенің үшеуін де қатар ала өскен жерлесіміз Сейіт Кенжеахметұлы халық қағидалары мен