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Abstract. *This article describes the technology of using interactive methods in passing topics that are difficult for students to learn from technology.*

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In a number of schools in large cities, so-called video classes have appeared, which have many advantages compared to those that previously existed, equipped with equipment and classrooms. The equipment is installed in such a way that the teacher can see the whole class while working with it.

Tasks of computer use in education:

1. providing feedback during the educational process;
2. to ensure the individualization of the educational process;
3. increasing the visibility of the educational process;
4. search for information from the widest sources;
5. modeling the studied processes or events;
6. organization of collective and group work.

It is very important to build education in such a way that the student understands that he is solving the problem and not the machine, that he is solely responsible for the consequences of the decision. Students lose interest in work if the results of their work disappear at the end of the training, so it is necessary to use what they have done in the classroom when creating software products or developing educational materials.

Of the types of TOC used so far, only the computer solves the following problems:

- a) flexibility of educational material (depending on the individual

characteristics of students);

b) multi-terminal (simultaneous operation of a group of users);

c) interactivity (to a certain extent, the interaction between the teacher and the student imitating natural communication);

d) control of students' individual work outside the classroom.

Educational game programs help to form learning motivation, encourage initiative and creative thinking, develop the ability to act together, and subordinate one's interests to common goals.

Thus, the computer performs several functions in the educational process: it serves as a means of communication, a creator of problem situations, a partner, a tool, a source of information, guides the student's actions and gives him new knowledge opportunities.

Use of multimedia technologies in the educational process

Multimedia technologies are one of the most promising and popular educational information technologies. They allow you to create whole sets of images, texts and data with sound, video, animation and other visual effects; includes an interactive interface and other control mechanisms.

Interactive whiteboards.

The board is a cognitive window. Over time, he got used to it and, like any instrument, had to change. The intensity of training has increased significantly. Modern youth are mastering all new types of communication using the latest technologies.

The interactive screen has absorbed all the functions of the computer, in fact its modification and continuation. It is a soft responsive system with powerful memory and flexible feedback, in which a person can work in a normal way - just like a pen in a notebook. The educational process is becoming more flexible. Due to the ease of use and various functions, interactive whiteboards occupy a worthy place where visual presentation and close interactive interactions with the audience are required.

Cabinets on humanities and natural sciences

Humanities classes in a modern school require at least one multimedia computer, as well as a projector, screen, overhead projector, slide projector, video player, television and music center.

In addition, you must have:

- in the history section - maps and tables;
- in the art room - plaster slides, slide albums, table easels, paints, colored pencils, easels, brushes, plasticine, consumables and a graphic tablet connected to the computer;
- in the music room - musical keyboard with midi interface, folk instruments, piano and other musical instruments;
- in the foreign language classroom - linguistic mosaics and palettes, magnetic posters, tables, multifunctional constructors for role-playing games, grammar tables, and if there is an opportunity to place several computers in the classroom, then it is possible to organize a linguistic laboratory.

Multimedia as an educational tool

When using multimedia, new teaching methods, new pedagogies and new tools appear. Media education, which is inextricably linked with academic subjects, enriches the educational process with new forms, styles and methods, and allows to increase the knowledge activity of students.

Training in an information and educational environment

Information-educational environment is a systematically organized set of information-technical, educational-methodical support, which is inextricably linked with a person as an educational subject.

The availability of educational information technologies often allows to obtain educational results that cannot be achieved within the framework of a traditional educational environment.

The use of electronic educational resources has a number of features:

- 1) increasing children's desire to learn and independent educational activities due to the diversity of the material and its increased interactivity and clarity;
- 2) increase the rhythm of lessons due to the ability to control the speed of learning

based on the interactive multimedia component of education;

3) the possibility of organizing individual educational paths for students;

4) achieving complete individualization of teaching: individual work on the computer allows setting the pace of work that is optimal for each student; to determine and choose the most appropriate ways for the student to present information (auditory, visual, kinesthetic);

5) the possibility of introducing the research component into the educational work based on the trial and error method: the student is not afraid of making mistakes, because on the computer he has the ability to go back, undo the wrong step and do it correctly again, thereby achieving the pedagogical goal - to reach the right decision in educational conditions;

6) implementation of objectivity in the evaluation of educational achievements in the classroom with the help of computer diagnostic tasks, which relieves psychological stress in children, helps to form a sense of critical self-evaluation in the child for the work done;

7) gives students the opportunity to work independently in completing homework and preparing for lessons.

Summary

Experience using multimedia presentations, various types of electronic programs will provide the following in the classroom:

- improving the quality of education and the effectiveness of teaching children through the use of modern electronic educational resources;

- additional motivation of students and stimulation of their interest in learning;

- encouraging primary school teachers to use modern electronic educational resources in the classroom;

- preparing for lessons and reducing the time spent during the lesson;

- implementation of the principle of achieving high-quality education through the use of modern education and information technologies in the schools of our country from the primary grade.

- new techniques and software of modern computers help to implement individual educational directions in cases where the rate of development in the subject areas of an individual child does not correspond to the rate of growth of the whole class.

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