



tives, etc. “Bibliomist” program also encourages libraries wider to cooperate with public organizations and introduce actual and vital projects in accordance with the queries of visitors [2, p. 2].

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Марина Крюкова

MATHEMATICS SCHOOLCHILDREN AND DIDACTIC GAMES AS A MEANS OF THEIR ABILITIES AND PRACTICAL SKILLS FORMATION

Changes in the social field, we can face nowadays in Ukraine, demand new approaches in the development of educational system, especially formation of new technologies.

Modern didactics recommend to improve traditional methods of education in order to form an individuality of a pupil. Such method must form individual practical skills of pupils. Modern method of education is a didactic game, which assists in activization of educational process and allows to show interesting and exciting borders of Mathematics. Therefore, the topicality of the research is to work out the methods of practical skills formation of Mathematics using didactic games. So it is determined by necessity of the choice of the research.

The aim of the research is to work out, analyze and verify methods using didactic games in the process of practical skills formation of Mathematics.

To achieve the aim the following tasks were set:

1. To understand the position of the problem in scientific, psychopedagogical literature; to realize the level of practical realization at school.
2. To examine psychopedagogical, didactic, methodical aspects using didactic games.
3. To work out and investigate the methods of using didactic games as a measure of practical skills formation of Mathematics.
4. To verify the efficacy of the methods.

The methods of our investigation are:

Theoretical: systemic and comparative analysis of psychopedagogical and scientific literature; analysis of program, textbooks of Mathematics; analysis and interpretation of the results of pedagogical ex-



periment; Practical: diagnostic (conversation with pupils and teachers; questionnaire);

Diagnostic (conversations with pupils and teachers, forms); observative (observation for educational process at school, systematization of pedagogical experience); experimental (organization and construction of pedagogical experiment).

The novelty of the research lies in the working out, theoretical and experimental analyzing of the methods of using didactic games in the process of practical skills formation on Mathematics.

The practical significance of the investigation is evident, for using didactic games in the educational process assists in activation of educational and cognitive activity during practical skills formation on Mathematics; the results of pupil's activity can be used as a didactic maintenance of educational process; the materials and conclusions of the research can be useful for teachers of schools, students and for further investigations of our topic.

The main position of the paper was checked in the period from 2009 to 2011. Experimental verification of the efficacy was made during two stages: theoretical and practical. The data of comparative investigation means some advantages of experimental methods over the traditional ones. Quantitative results of experiment approve that the higher level of scientific achievements is seen in experimental classes in comparison with the control one. It is explained by using our methods of education and proves their efficiency.

The practical usage of the methods is adjusted with age peculiarities of pupils. It allows taking into account their individual abilities, assists in improvement the quality of mathematical preparation, activation of educational process, motivation of learning Mathematics.

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Аліна Курилко

DECORATIVE POLYPODIOPHYTA

Health is a functional state of the human body that provides life, a rather high level of physical and mental well-being along with healthy generation reproduction.