



and to dialogue with coevals, has no to increase of concentration of attention and comprehension development. It is much more useful for children of 10–11 years to read books together with parents and to play various games in the fresh air.

Thousand teenagers and adult people go deep into the virtual worlds, forgetting about the real world. For the majority of players the computer game is a most simple way to distract from vital problems. But, unfortunately, this way does not solve a problem, and even moreover, adds new problems.

To rescue a person from game dependence, it is necessary to pay more attention, to try to interest in active kinds of rest. But in overcoming of this problem not only relatives should be interested, but the state as well. Accurate regulation of the legislation about game services, and also power support at the decision of a problem of computer dependence will help many Ukrainians to save up themselves and native from game dependence. And the organisation and financing of creative circles and the state will help citizens of Ukraine to put the forces not at virtual space, and in the real world.

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Лариса Тринуз

PREREQUISITES PROJECT METHOD IN TEACHING MATHEMATICS

The task of the modern school is encourage teachers to review teaching systems, finding new and adapting to the needs of today's already-known forms, methods and means of education. One example is



the spread projects method in the practice of school, what in the begin of XX century was banned in the Soviet school through ideological reasons and now is basis of foreign educational technologies, what have proved successful in Ukrainian schools in studying foreign languages, computer science and economy. Method of projects can be attributed to technology problem-based education, which in didactics mathematics is reflected in the creation and solution of educational problem situations in various stages of study of the program content. [1].

Generalizing selected K.S. Polat [2] the essence of this method, when using projects method will understand totality of actions pupils, what performed under the supervision of a teacher in a certain sequence and directed at solving significant problems for students, design result in some kind of final product.

Analysis of scientists' works, analysis of curricula in mathematics and other legal documents indicate that the study of mathematics in secondary school has a number preconditions for the implementation of method project. They can be grouped into three categories: psychological and pedagogical, didactic, social.

Psychological and educational prerequisites are:

- using of the method of training projects for identify and develop creative student's abilities (flexibility, criticality, rational thinking skills to generalization and systematization of empirical, formal presentation and perception problems, etc.), as the project provides performing research activities;
- differentiation of tasks in the project provides dosing and conscious learning content of study;
- involvement of students to mathematical research of practical problems of different spheres of human activity makes a contribution to a culture of intellectual work, mathematical and technological culture;
- receipt the final product of their design and realization their involvement in its creation has a positive impact to the emotional sphere and motivation for studying mathematics.

The didactic prerequisites: when the students are realizing educational project, they:

- deepen, generalize and systematize knowledge, thereby ensuring continuous mathematical education in high school (which is studying mathematics at various levels);



- acquire research skills to identifying and solving production and mathematics problems;
- fasten the already known and new geometric design skills, the ability of mathematical and physical modeling, which promotes intellectual development and development of sensor systems.

Social prerequisites of project method teaching mathematics are based on:

- inclusion people during a work with project in various social and productive relationship possible areas of activity that promotes students' professional self-determination, provides them essential knowledge and skills of homemaking and family economy;
- creating the conditions for the detection importance and underscores necessity of mathematical knowledge through the research socially significant problems and production problems methods of mathematics;
- promote the formation of the students' collective collaboration skills (groups of projects), responsibility to others for their decisions and activities performed, tolerance to other opinions, the development of communicative qualities.

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Максим Туп

TRAINING DOGS AS A WAY OF THEIR RELEVANT CONDUCT

For many centuries man has used and developed in the right direction of natural features of the dog (the commitment of the host, severity of smell, hearing, third-party aggression, endurance, speed running). Today, despite the enormous technical progress, the use of dogs for the needs of the economy for military purposes and so on has not lost its value. Training dogs for a certain type of service becomes more and more demanding. In general, a trainer has an opportunity to explore individual characteristics of dogs to guide its behavior, and develop