ties and intellectual curiosity, releasing freedom of self-expression, gaining creative confidence and achieving self-efficacy.

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Игровое моделирование как новый подход в обучении в высшем педагогическом образовании

Game modeling as a new approach to higher pedagogical education

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Аннотация Статья посвящена игровому моделированию – новой технологии в процессе обучения студентов университетов. Рассматривается понятие моделирования, его истоки и важность применения.

Ключевые слова моделирование; игра; будущий учитель.

Summary The article is about game modeling - the new technology of education in universities. The notion of game modeling, its backgrounds and importance of usage are examined.

Key words modeling; game; future teacher.

Business is developing at a very fast rate making it hard for specialists to maintain and improve their knowledge. «Business, science and education are three major sectors developing simultaneously but at different speeds. Business needs well-educated specialists able to commercialize innovative scientific activity in different spheres, and needs well-educated teachers able to teach» - says Alexander Solomatin, General Director of Great Eurasian University Comlpex [2, p. 52]. There is a lack of qualified teachers, especially in higher education. We should create something new in teaching teachers.

Preparing students for a teaching is a special responsibility. This is because the results can have a significant effect on people's lives and careers. So, we should new «how teach to teach».

We consider that the success in pedagogical science in higher pedagogical education can lie in innovative technology of game modeling.

We examine the technology of game modeling. First of all, we should examine the terms «game», «model» and «modeling» for future understanding and analyzing of «game modeling».

Game – is : - a form of usually competitive play with rules; [3, p. 486]

- a piece of fun; [3, p.486]

- a secret and clever plan; a trick; [3, p.486]

- a type of activity or business. [3, p.486]

Model – is: - a representation of something, usually smaller than the original;

- a simple description of a system, used for explaining; calculating, etc; [3, p.749]

- a system used as a basis for a copy, pattern; [3, p.749]

- a taking somebody or something as an example for the actions, plans. [3, p.749]

Modeling – is the art of making models. [3, p.749]

So, the *game modeling* is the analysis of events, process or systems with the help of the building of models while gaming in the process of studying; the

using of models for real systems characteristics determination in gaming situations.

But teachers should be very careful about choosing games if they want to make them profitable for the learning process. If games are to bring desired results, they must correspond to either the student's level, or age, or to the material that is to be introduced or practiced. Not all games are appropriate for all students irrespective of their age. Different age groups require various topics, materials, and modes of games.

Furthermore, structural games that practice or reinforce a certain pedagogic aspect have to relate to students' abilities and prior knowledge. Game modeling is often used as short warm-up activities or when there is some time left at the end of a lesson (pedagogic, methodic etc.).

Game modeling should be used at all stages of the lesson, provided that they are suitable and carefully chosen.

In conclusion we want to say that game modeling can help students (future teachers) to understand the specific feature of the foundation of professional thinking of educational specialist of vocational education.

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