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Роботи подаються мовою оригіналу. Відповідальність за зміст робіт несуть автори та наукові керівники.

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## SKASKIV A. M. METHODOLOGICAL ASPECTS OF TEACHING COMPUTER SCIENCE IN HIGHER EDUCATION SCHOOLS

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**Abstract.** The peculiarities of teaching computer science in the preparation of teachers are considered. The possibilities of using design technologies in the educational process are revealed using the example of the electronic course ""Fundamentals of Computer Science"". The ways of the cooperation of the teacher and the student on the example of educational-research projects are shown.

**Key words:** research project, object-oriented environment, Scratch, activity approach.

Teaching students as active users of the information society is impossible without mastering them the basics of algorithmic thinking, forming skills for creating projects in programming environments. This is what determines the relevance of the research topic.

The purpose of the work is to create a training program ""Fundamentals of Computer Science"" in the Scratch-program.

The object of the study is the means of the program for developing projects for the implementation of algorithm and the creation of a curriculum on the basics of programming in the Scratch environment.

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The subject of the study is the development of a training course that helps students familiarize themselves with the possibilities of creating Scratch projects.

Proceeding from the purpose of the research in the work set the following objectives. To consider existing environments for teaching students of programming, to study the effectiveness of using by students during the study course of programming.

To investigate the object-oriented programming environment Scratch, to explore the basic commands for creating scripts in this environment, familiarize students with the techniques of designing and implementing projects in the environment.

Develop a curriculum for developing students' skills in the Scratch environment, compiling a list of research and development projects and implementing them with the tools of this environment. In accordance with the set tasks in the course of work the results are obtained. The educational-methodical complex, the educational program on the basics of programming for students, examples of educational-research projects for pupils in the Scratch program was developed.

The developed curriculum and the complex tested by the students in practice, promote the formation of knowledge and skills of students in the process of creating projects in the environment Scratch. Easy to use, do not require special system requirements for a personal computer, special user skills and meet the requirements for such a class of applications.

The results of approbation of the developed teaching-methodical complex indicate the practical value of the work performed.