Types of Electronic Resources And Possibilities Of
Their Use in the Education Of vocational Schools

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ABSTRACT

Nowadays, e-learning is a set of tools that implement interesting and developmental functions that have full opportunities for independent learning. In this work, recommendations are given for e-learning resources to create a need and interest in issues and assignments that create problematic situations.

Deep mastering of special subjects is very important in the training of junior specialists in the education of vocational schools, because the teacher knows his subject in depth, keeps up with the innovations in it in time, and only when he has a creative approach to his work can he teach students. can interest in science and give thorough knowledge.

Russian researchers have developed a class of electronic educational materials consisting of 7 items. According to this classification, 36% are methodological, 35% teaching and only 24% software e-learning resources. These electronic resources are intended only for the teacher [68].

Due to the existence of printed textbooks, some teachers do not like to use the term e-textbook - the opinions were also expressed by some researchers and authors. These authors recommend the term "Electronic publication". However, the word "publishing" refers to the production of printed matter. The use of new terms that include certain concepts is a requirement of the times. As life changes, technologies also change. All changes should be approached with logical understanding [50].

In our opinion, e-learning is a set of tools that implement interesting and developmental functions that have full opportunity for independent learning. Electronic learning resources (ELR) is the most general term for teaching tools that are developed and implemented on the basis of computer technologies. Digital educational resources, a special case of ETR, are educational resources created and implemented on the basis of digital technologies. The difference between these terms is fundamental, because digital technologies are just a way of recording and processing information. Before the digital system of records, there was an analog system. Currently, other (quantum, laser, etc.) systems are being developed. Therefore, e-learning resources are considered to be the most general name that describes not a part of technology, but an entire field of it.

There are different approaches to the classification of electronic educational resources and their typology - purpose, type of teaching, methodical purpose, functional purpose, didactic purpose, form of training organization, and so on. It should be noted that

such classifications are quite conditional, and they can overlap in different classes of technologies. Let's focus on the classification of electronic resources according to their functional purpose.

Demonstration resources - they allow visualization of studied objects, events, processes, provide a complete and clear representation of the desired educational information.

Training resources - they are intended for the formation of various skills and abilities, repetition and strengthening of the learned topic.

Diagnostic and testing resources - these evaluate the student's knowledge, skills, abilities, determine the level of training, the formation of personal qualities, the level of intellectual development.

Monitoring resources - automate the processes of monitoring (self-monitoring) learning results, determining the level of mastery of educational material.

Expert resources - these manage the course of the educational process, organize communication between the user and the educational system in the performance of educational tasks.

Communicative resources - these provide the possibility of obtaining desired information in local and global networks, interactive interaction of subjects of the educational process from long distances.

Computational resources - automatize the process of processing learning experiences, calculations, measurements in the considered processes and events.

Service resources - these ensure the ease and safety of the user's work on the computer.

Recreational resources are computer communication tools and computer games for the purpose of personal development and education of students, computer communication tools for working outside the classroom [24].

Currently, computer-assisted tools are being actively developed to organize the educational process. Electronic textbooks and independent study programs are being created in many academic subjects. The growing interest in such sources is connected with the emergence of multimedia technologies, as well as the development of the Internet and communication tools.

However, the creation of e-learning resources, especially on the basis of Internet technologies, raises a complex technological and methodological issue. The enormous labor costs involved in developing e-learning resources are often unreimbursed due to their rapid obsolescence. But despite this, the industry of computer-based teaching and methodical materials is expanding more and more due to the strong demand for them and the great social importance.

Common utility software tools. This category includes service tools that automate small tasks of the educational process. The field of application of these tools can be different: automation of small tasks, formalization of educational documents, data processing of experimental studies, etc. [24].

Modeling and automation of the learning process through electronic learning resources is widely developed these days. In order for this field to stabilize, to be enriched with a sufficient amount of ideas, experience, didactic and technological achievements, significant intellectual, labor and financial investments and time will be needed.

There are approaches to the classification of electronic educational resources and their typology, according to their purpose, type of teaching, methodical purpose, functional purpose, didactic purpose, form of training organization, and so on. We emphasize that such classifications are quite conditional, and they can overlap in different classes of technologies. Below is the classification of electronic resources according to their functional purpose:

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E-learning resources should create a need and interest in issues and tasks that create problematic situations. Electronic educational resources created on the basis of modern educational requirements increase the effectiveness of teaching, ensure the systematization of students' knowledge, develop their creative abilities, and increase their interest in the profession [24].

From this point of view, we recommend that the authors who create electronic educational resources from special subjects should be based on modern educational technologies and pedagogical, methodical, didactic and methodical requirements for electronic educational resources when developing educational material and explaining the text.

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