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Computer Science Teacher Creativity

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Abstract: The article states that the development of creativity and self-expression of a computer science teacher is directly related to his creativity. Also, the pedagogical skills of the computer science teacher, aspects of control over creative activities are indicated.

Keywords: think, agile, flexible, idea, ability, thought, initiative, achievement, experience, education, technology, integration, control, purpose, result, attitude, control, quality, effectiveness.

Introduction

Due to the lack of opportunity to dwell on all the details of applying the systematic approach method to the process of controlling the pedagogical and creative activities of the computer science teacher, we will limit ourselves to describing some of its important features in order to facilitate control for reviewers and reviewers in the control of creative activities, to implement it correctly and truthfully. This is to control the creative activity of the computer science teacheralso The following are some of the systems qMeasured:

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has two opposite sides – the controlling and the controlled;

linearity – a clear goal-orientedness;

recoverable – the ability to restart a certain control process at any time;

complexity consists mainly of 6 parts:

the vector lines of all the centered parts meet in the part called "Verifiable";

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a secondary pedagogical control system, which has a clear nature and allows the addition of new, verifiable and evaluated parts;

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stagnant – it will remain unchanged even with changes in the structure of the pedagogical control system;

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The creative activity of the computer science teacher is reflected as a common feature. A teacher is a prerequisite and a result of creative activity. This quality expresses the readiness and competence of the teacher's personality for self-manifestation. Moreover, on the basis of creative activities, the personal abilities, natural and social strength of each specialty are holistically manifested.

Creative activity is closely related to creativity focused on the cognitive process. The creative activity of a computer science teacher, in contrast to traditional thinking, is manifested in the following:

quick thinking and flexibility; ability to generate new ideas;

one in the state non-thinking; Originality; tolerate uncertainty; To be intelligent.

Methodology

To be creative, a computer science teacher must focus on the following in his professional activity:

active in a creative approach to professional activity, the creation of new ideas;

exchange views with colleagues on pedagogical achievements.

The self-development and self-expression of each computer science teacher is directly related to his creative activity:

a) determining the specific purpose, scientific grounds, and correct choice of content of educational work;

b) determination of the quality of labor and professional activity;

c) determining the stages of development, the level of development and highlighting the future directions;

d) to identify tasks such as the search for alternative effective methods of education, the development of the scientific worldview of the computer science teacher, the pursuit of a single goal aimed at establishing relationships based on mutual trust, friendship and cooperation behind all members of the pedagogical community.

Results and discussion

A computer science teacher who is aware of the latest news The organization of an integrated lesson, which is relevant today and is important for the development of the student, first of all, requires creativity from the teacher. If the teacher really wants to give the student creative pleasure, then he should definitely aim for the following activities:

a) be able to convince them to perform all tasks creatively by their own strength and ability;

b) lead to positive results through a creative approach to the fulfillment of assigned tasks;

c) to convince the reader that it is possible to solve unsolved secrets and riddles in the process of their own power and creative activity;

d) teaching the basic ways and tools of creative imagination that allow you to search for unsolved secrets through knowledge and communication;

d) Creative activity The use of creative imaginative mechanisms for the development of objective (perception, attention, memory, emotion) thoughts.

A teacher's creative activity includes the following components (Figure 1).

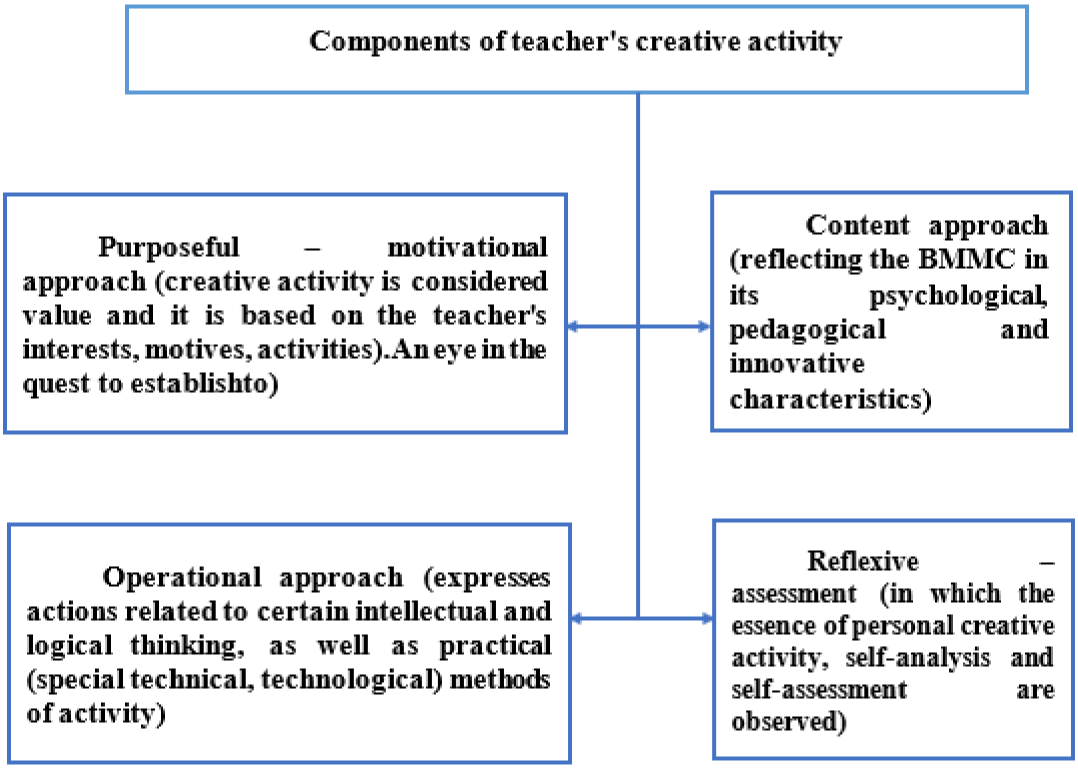

Figure 1. Components of teacher creative activity.

A teacher with creative activity will be able to manifest the following issues:

a) ability to determine the essence and significance of the task to be performed;

b) the ability to analyze the problem or issue being posed;

c) the use of effective methods (analysis, synthesis, induction, deduction, comparison, etc.) in solving a problem or issue;

d) selection of methods and methods of solving a problem or issue;

d) justification and re-verification of the correctness of the decision;

f) conducting a small research (research) on solving a problem or issue;

i) formalization of evidence on the generalization of the conditions for solving the problem or issue, the course of the process, the results of the solution of the problem or issue.

Implementation of research work, scientific or creative projects, in which the teacher further develops creative activity, as a result of which the teacher:

a) gets used to creative thinking;

b) thoroughly and in-depth mastering of skills, qualifications and competencies of conducting research activities;

c) can independently use the achievements of psychology, pedagogy or specialty disciplines and the opportunities for effective use of best practices;

d) takes an active part in the implementation of research and creative projects conducted or ongoing by the teaching community.

The creative activity of a computer science teacher is a multi-level process that relies on the following principles (Figure 2).

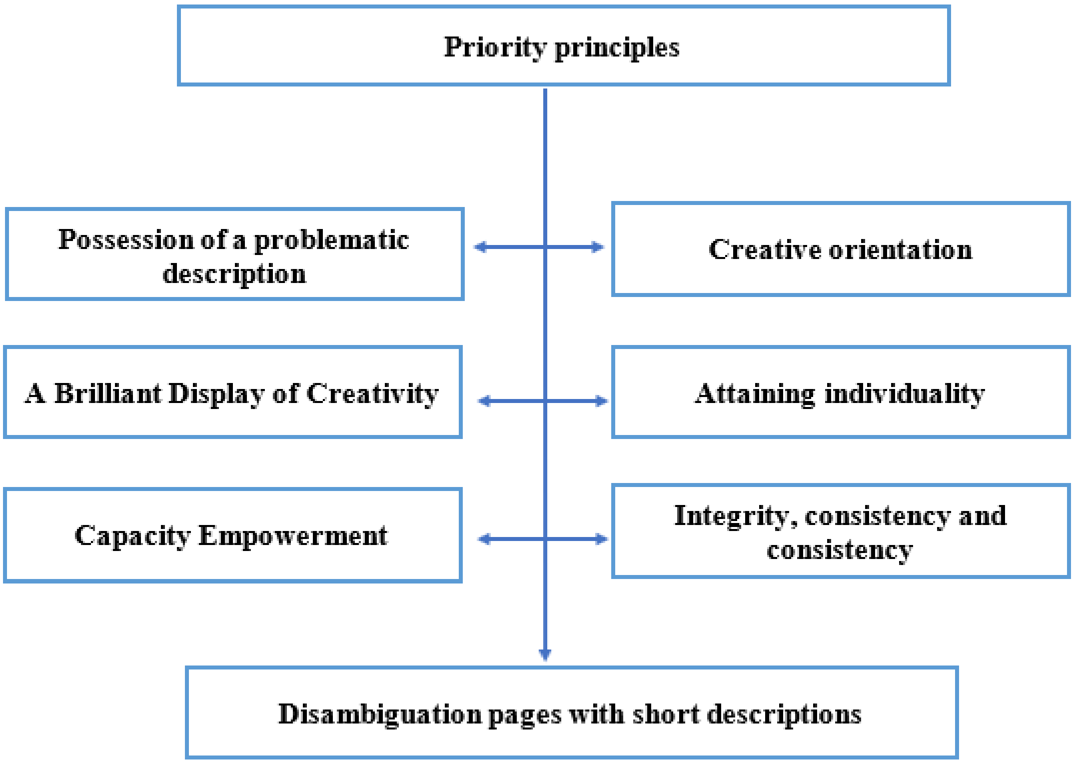

Figure 2. Priority principles of teacher-creative activity.

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