**Questions on block 2 of the educational program**

**“Pedagogy and Psychology”**

###001

What is the role of project-based learning in developing students' creative skills? Give an example of use in any subject area.

###002

Describe the benefit of problem learning and show an example of its use in the learning process.

###003

What is the essence of the use of gamification in education? Give examples of game elements that can be integrated into the curriculum.

###004

Can ICT (Information Communication Technologies) be considered as an independent learning technology? Support your answer with evidence.

###005

Explain the concept of “individualization of learning” and suggest several methods or tools that can be used to individualize the learning process.

###006

What are the advantages of using online learning over traditional forms of learning? Provide specific examples of online platforms or resources that may be helpful in the educational process.

###007

Explain the concept of “interactive learning” and give examples of interactive methods that can be used to enhance student participation in the learning process.

###008

In what cases can teaching methods be called teaching technology, in which pedagogical technology? Give some examples.

###009

What practical benefits can distance learning offer to students in regions with limited access to educational resources?

###010

Explain the role of multimedia in education and provide examples of technology tools or applications that can be used to create interactive learning content.

###011

What is the essence of the use of trainings in the educational process? Give examples of trainings in any subject area.

###012

What are the benefits of collaborative learning and what methods or tools can be used to promote student collaboration in the learning process?

###013

Describe the algorithm for conducting a role-playing game in the educational process. What goals and objectives can be achieved through role play?

###014

Describe the advantages and disadvantages of the project-based learning method. Give an example of its application in teaching.

###015

How can brainstorming be used in teaching? Give examples of situations in which brainstorming can be a useful tool.

###016

What is the algorithm for conducting a didactic game?

###017

What are the types of didactic games by level of difficulty?

###018

What are the advantages of didactic play over traditional methods of organizing learning?

###019

What are the requirements for the rules of the didactic game?

###020

What is the model of play activity according to M. V. Klarin?

###021

Describe the advantages and features of using business games in the educational process. Give examples of business games and explain how they contribute to the development of learning skills and competencies.

###022

How can the effectiveness of students’ play behavior be assessed?

###023

Give a possible version of the didactic game.

###024

What is the pedagogical effectiveness of didactic games?

###025

Why didactic play is a significant element in the training of specialists?

###026

What are the organizational forms of the didactic game?

###027

What is the role of play in human life?

###028

What are the educational possibilities of didactic play?

###029

Compare a lesson organized using modern pedagogical technologies and a lesson with using a traditional teaching method and justify your answer.

###030

Describe the types of pedagogical technology and give an example of their application in practice.

###031

When developing cases, the teacher can make mistakes. Provide a list of major mistakes.

###032

Describe the signs of a good learning case that help make learning more effective and efficient.

###033

Taking into account what signs in the educational process should be developed and implemented cases?

###034

Describe the content of the teacher’s and student’s activities in the technology of forming a professional-subject position.

###035

Situational task and case – are there any differences between them or are they synonyms? Justify your answer.

###036

Uncover the essence of the technology for assessing the educational achievements of schoolchildren.

###037

Describe the sequence of the teacher’s case presentation.

###038

What types of cases, in your opinion, are most applicable in school practice? Why?

###039

What educational outcomes can be measured using case technologies? Are they quantifiable?

###040

Is it obligatory to complete the solution of the case with a presentation? What are the criteria for the quality of an oral presentation?

###041

Describe the pros and cons of using the case study method in class.

###042

Is it possible to work individually with a case or is it a group technology? Give an example.

###043

Define the project activity.

###044

What factors affect the effectiveness of the project?

###045

What is the purpose of project timeline management?

###046

What are the advantages and disadvantages of using the project method in educational activity.

###047

What is the role and place of project activities in the education system?

###048

What is the project life cycle?

###049

Concept and types of risk. «SWOT analysis».

###050

Indicate the main design goals.

###051

Expand the content and stages of project activity.

###052

List the processes for planning and defining project goals.

###053

What are the main sections of the project program.

###054

Define indicators to measure the effectiveness and efficiency of the project.

###055

Describe the advantages and disadvantages of using the project method in educational activities. Describe and argue.

###056

List methods for generating ideas and give them a complete description

###057

What types of educational projects exist in educational practice?

###058

Name the techniques of technology for the development of critical thinking.

###059

What are the basic requirements for the rules and organization of discussion in the educational process? Give examples of topics for discussion and explain how the discussion promotes active learning.

###060

What techniques can be used to develop analytical skills and the ability to systematize information?

###061

What is the technology of critical thinking as a component of the key competencies of a teacher?

###062

How can technologies for the development of creative thinking be integrated into the educational process?

###063

What is the role of the teacher in the development of creative thinking in students?

###064

List modern pedagogical technologies in the education system.

###065

What are the features of critical thinking? Critical Thinking Challenges.

###066

What factors can violate the integrity of the pedagogical process and how can they be overcome?

###067

Give practical recommendations for developing and maintaining the integrity of the pedagogical process?

###068

How does the choice of style of pedagogical communication affect the learning process and relationships with students?

###069

What are the features of communication at different stages of pedagogical communication?

###070

How can a teacher effectively combine different styles of pedagogical communication depending on the situation?