

accurately, the speed of processing and transmitting information, appearance information storage capacity on various media, computer capacity information, and so on. This circumstance requires pedagogical society to adequately assess the virtual environment as other sources of information on the scope and effectiveness of its educational impact. Using virtual educational space allows a fundamentally new way to present the conceptual part of the content of subject matter, and it is through - the hypertext as a means of non-linear architecture of presentation of educational material, animations - dynamic drawings, graphs, tables, charts, diagrams, demonstrations and handling dynamic models of objects and processes, audio, video clips, elements of "virtual reality." It is important to note that when using the lesson information and communication facilities will allow the student to master the subject as an integral part of the culture of civilization, see and study it in different contexts with other circumstances of human activity. [7 p.14-18]. Software pedagogical tools form the different types of subject electronic publications. To date, they formed a system. Here are some types of electronic multimedia publications: electronic textbooks, electronic encyclopedias, electronic encyclopedias, electronic catalogs of drawings, photos, illustrations, models, videos, tables, charts, thematic presentations, etc., electronic libraries. But the main thing in the work of any teacher is always the possibility of individual creativity, so the more knowledge a teacher, it is desirable to create e-learning along with the students. In modern conditions the main task of education is not just getting the students a certain amount of knowledge but also the formation of their abilities and skills of independent learning. Time has proven that students who are actively working with the computer, generated a higher level of self-education skills: the ability to allocate the main thing, to generalize, to draw conclusions. Innovative teaching methods significantly extend the capabilities of learning and training school and university students, that will make a practical exercise, interesting and entertaining process.

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