



XXI CENTURY EDUCATION

prepare students in grade 11
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A little bit about the history of education

~~Modern schools were conceived in leaving the industrial era. They are organized as factories - typical for plants calls, shifts and strict guild division. To children, this system applies to raw materials for the manufacture of future workers and clerks. The distribution of children into classes is based on age, as if the main characteristic of the people to the system - the date of manufacture.~~

For decades, a factory model helped create much-needed Developed Countries army of workers and their bosses. Today, Western countries can not compete with the East in the industrial plane, and their standardized schools produce only the unemployed.

Western society, unable to discern the systemic crisis of schooling, increasingly call "defective" is not the school, and the children themselves, which assigns the label ADHD («Attention Deficit Hyperactivity Disorder") and prescribe drugs like Ritalin psihosimulyatory. These stimulants dull perception of the child and make him focus on the textbook, the board and the teacher.

7 elements of the education system of the XXI century

- *Learning through interactive lectures from the best teachers*

A student can ask any question to find it through search or by selecting from the list.

In the new digital age teachers geniuses can teach millions of people, and the students even the most remotest village schools will be able to virtual communication with the most talented teachers of the country. New teachers-Star will be the heroes of a generation, beating box office draws in popularity and recognition. For the first time the existence of mass secondary source of knowledge will command respect and a desire to emulate - psychologically necessary foundation for all learning.

- *Learning through game simulator*

If you want, you will be offered good advice for economic survival in the market. The game starts with the need to build a simple trading business in the era of Adam Smith, and as it passes close to the present, gradually acquiring the need to delve into the meaning of the futures and derivatives markets. In contrast to standard laboratory conditions, you are not limited in the inventory, and the explosion in the event of an error only amused. The system can immediately calculate the approximate cost of the reagents used in the mix - in case there in the game business idea - or plan for a revolution.

▣ *Learning through interactive audiovisual TESTS*

Simple interactive tests have long been used in the study of foreign languages and certain sciences adults and teenagers. The appearance of iPad allow to create training game tests, even for young children. So, thanks to a few such applications, my two year old great-niece has mastered English and Russian alphabet. Along the way, she figured out the administrative-territorial division of the U.S. and Germany - in one of the applications for the iPad regions of these countries are encouraged to collect as part of the puzzle

▪ *training through local and global competition*

With this system, need the final exam at the end of training no longer required, and the disposal of universities and companies, employers will be much more detailed and accurate information about graduate school. It is equally important that students have the opportunity to fulfill themselves in new kinds of competition, and everyone can become a leader in one of the many disciplines of the future.

▪ *Education in view of mass movies*

Imagine that, along with the commercial product placement in popular films appears educational product placement - a phenomenon in which in view of the next blockbuster you can gather objective data on the reality around you.

Along with the ESRB rating for the lowest possible age limit viewers introduced new educational rating, which determines the accuracy of the factual part of the film.

▫ *learning through immersion in the game world*

The original version of the modern games can be a great help in learning English. Some of my friends admit that they would not learn English at a high level, if not adventure series Siberia, Broken Sword, The Longest Journey and The Secret of Monkey Island. These games provide dozens of hours of conversations in English with subtitles. A strong desire to understand the story and complete the game before the end of forces players to master the subtleties of language with double diligence.

▪ *decentralization of the education system and destandardization*

In the new information age, parents will have the opportunity to choose a school for their children, built on all the principles and ideas. Welfare states will finance training of children in the selected school parents, regardless of the program practiced it. A libertarian government removed from the education system at all and eliminate the related taxes, to give parents the opportunity to pay for financial education of children in the selected form.

Many schools of the future will be like the experimental platform technology startups. The result of some of these schools will be a great success, while others finish their story colossal failure. Huge number of unknowns, and the path to the future lies only in the experiment. One thing is certain - secondary education XXI century will be much more diverse and interesting.

3RD ANNUAL CONFERENCE OF MICROSOFT

"EDUCATION IN THE 21ST CENTURY"



- At the conference, international experts, Mary Taylor (Marie Taylor) - Executive Vice President Sertiport in Europe, Asia and Africa, Mark languor (Mark East) - Director for Microsoft educational institutions in Europe, Asia and Africa, it was emphasized that the education system globally updated to reflect the new paradigm, "an economy based on knowledge", "learning throughout life", "Bridging the Digital Divide". Speakers noted that in connection with this, the education system in all countries are pressing issues to improve the quality of training and updating the content and form of training programs using information technology. A huge role in these tasks assigned to IT.

The discussion of the National Project "Education" government officials and foreign experts in the field of education to assess current trends and the experience of working with IT companies, educational systems in Europe. Speakers Microsoft introduced new technologies and specific initiatives of the company. Also demonstrated new products and technologies Microsoft (SharePoint 2007, SharePoint Learning Kit, Unified communications, etc.) that help automate and simplify the training process interaction within educational institutions.

This year's conference Microsoft «Education in the 21st Century" was held in the format of the two sessions, which included reports on issues and solutions related to the participation of government and business in education and international experience in the IT training of personnel and the use of it as part of the national project " education. "

□ INFORMATION AND COMMUNICATION TECHNOLOGIES IN EDUCATION

*Thus the development of technology and communication
technology affects the development of education*



- *Thank you for your attention*

