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THE USE OF DIGITAL TOOLS ONLINE SERVICE «KAHOOT!» IN THE ORGANIZATION OF GAMING ACTIVITIES OF PRIMARY EDUCATION STUDENTS

The relevance of the study is determined by the changes that have taken place in recent years as a result of the reform of national general secondary education on the conceptual basis of the «New Ukrainian School». The basic link of educational innovations has become primary education, where the implementation of the competency-based approach to the education of first-degree graduates has begun. The new content of primary education is focused on the development of the personality of a new Ukrainian, ready for further self-realization in the post-industrial information society. Key competencies and transversal skills that require qualitatively new approaches to the selection and use of digital pedagogical tools.

New challenges actualize the problem of dynamic combination of knowledge in the field of digitization, confident application of information technologies. Since play activities for children of primary school age remain the main type of activity, a comfortable method of a child's painless transition from preschool to school education. The game with the use of digital technologies enables the effectiveness of the educational process at the same time creating additional conditions for their successful socialization thanks to inclusion in social interaction through the conscious use of digital technologies.

The aim of the research is to identify the possibilities of using digital tools online service «Kahoot!» in the organization of gaming activities of primary school students.

Research methods. Empirical and theoretical research methods are used in the article. A multi-level systematic analysis of scientific and educational and methodological sources was carried out. The methodological basis of the study is a systematic approach to the analysis of the organization of play activities of children of primary school age using digital technologies. The research methodology made it possible to determine and justify the accumulated experience in modern conditions. The article uses the methods of scientific research: comparative and comparative, functional and structural analysis of the source base and own professional experience, thanks to which the analysis of the problem was carried out; generalization methods made it possible to comprehensively and objectively characterize and illuminate the investigated processes.

Conclusions. Conclusions have been made. Modern game technologies in primary education occupy a significant place, as they are an integral part of modern pedagogical tools and a means of interaction of participants in the educational

process through the implementation of a certain plot of the game, communication, learning, etc. The game online service «Kahoot!» has the potential to form the subject position of the child regarding his own activity, communication and self-affirmation in society.

The use of digital tools in game activities online service «Kahoot!» stimulates a child of primary school age to acquire information competence, creates favorable conditions for the development of research activity, creativity, situation modeling, creative self-expression, creation of associative schemes, conscious search for information and independent mastering of new technologies with the help of digital devices.

We consider the study of the use of digital tools for organizing children's play activities in foreign experience to be promising directions for further research.

Key words: student of primary education, game activity, game, digital technologies, online service «Kahoot!».