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ORGANIZATION OF IT IN SCHOOL EXTRA-CLASS ACTIVITIES TO BE DONE

Abstract. Extracurricular activities refer to a system of events organized during students' free time outside of regular lessons. This type of activity is aimed at supporting the educational process in non-classroom settings, organizing students' leisure time meaningfully, and fostering their comprehensive and harmonious development. It is based on methodological guidance and supervision. The system of extracurricular activities exhibits a number of distinctive features. Within this system, a series of events related to the subject of Informatics holds a unique position. The thesis explores the essence of extracurricular activities organized in Informatics.

Key words: Academic discipline “Computer science and information technology”, extracurricular activities, extracurricular activity system, characteristics of extracurricular activities, extracurricular activities in Informatics.

In general secondary schools, educational work is carried out in the classroom, outside the classroom and outside the school. Activities outside the classroom and outside of school are organized on the basis of students' interests, desires, aspirations, and are considered a system of activities that help to ensure the quality and efficiency of the teaching process. Although curricular and extracurricular activities are based on the organization of students' free time, each of them differs from each other in terms of goals, tasks, directions and subjects covered. For this reason, extracurricular activities and its popularized form of club activities are discussed here.

Extracurricular work is an organizational form of work that is organized outside of class under the guidance of the teacher according to the principle of voluntariness and awakens students' interest in learning and creative independence [3, - p. 31]; the organization of various types of student activities by the pedagogue, which ensures the creation of the necessary conditions aimed at the socialization of a person outside of class [4, – p. 27].

Based on the above explanations, the concept of “extracurricular activities” can be defined as follows: extracurricular activities are a system of pedagogical activities based on methodological guidance and control, aimed at supporting the educational process in extracurricular conditions, voluntary organization of students’ free time, and their comprehensive harmonious development.

According to T.A. Poskrebysheva, extracurricular activities have a clearly expressed educational-developing and, most importantly, socio-pedagogical direction, ensuring the development of general cultural interests of schoolchildren, helping to solve problems of moral education [6, - p. 14].

Extracurricular activities exhibit a number of features characteristic of the system. They are: organized in extracurricular conditions; carried out in various forms on a voluntary basis, based on the interest, desires, and needs of students in knowledge; the process is based on a clear goal, a carefully developed plan, and a program that takes into account all factors; The plan, program is reviewed at a meeting of the educational and methodological association of the educational institution, and after approval, it is approved by the responsible head; the process is carried out under the supervision of a subject teacher, class or group leader; supports the educational process; is organized in areas such as academic subjects and, in addition to them, social, spiritual and moral, patriotic (military patriotism), intellectual, economic, legal, environmental, regional studies, international, aesthetic (artistic hobby, fine arts), sports, tourism, agriculture, radio engineering, national crafts, computer technology, household appliances (repair of mobile devices, household electrical appliances), sewing, knitting,

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confectionery, cooking. In recent years, extracurricular work has also been carried out in the form of volunteer work in certain areas (for example, teaching primary school students a language, forming their reading, writing, and arithmetic skills).

By organizing extracurricular activities and involving students in this process, attention is paid to increasing their interest in academic subjects or certain areas of science, engineering, and technology, “identifying and further developing their individual interests, abilities, and skills, and encouraging their independent work” [5, - p. 1105].

The work carried out in the system is aimed at creating additional pedagogical conditions to support the educational process for the harmonious development of students in all aspects (social, spiritual-moral, intellectual, physical, medical, emotional, and professional).

Any goal is achieved by solving the tasks set at its core. Accordingly, the fulfillment of the stated goal is ensured by solving the following tasks in the process of extracurricular activities:

studying the interests, desires, and needs of students;

students in all aspects (social, spiritual-ethical, physical, intellectual, medical, emotional, professional) harmonious development, enrichment of their outlook;

creating the necessary conditions to meet the social, spiritual-ethical, intellectual, physical, medical, emotional and professional needs of learners;

students' academic subjects and social, spiritual and moral, patriotism (military patriotism), intellectual, economic, legal, ecological, local studies, internationalism, aesthetics (art hobby, visual arts), sports, tourism, agriculture, radio technology, national crafts, computer technology, household appliances (repair of mobile devices, household electrical appliances), sewing, weaving, diagnosis, determination of abilities in confectionary, cooking, volunteering and other areas, as well as determination of measures for consistent development of existing abilities;

"to determine the individual capabilities of learners that are not always demonstrated in the course of the lesson;

enrichment of students' personal experiences;

formation of practical skills and qualifications of students" [5, - p. 1107];

instilling self-confidence in students, their own strength, humanity, collectivity, nobility, righteousness, justice, patriotism, fighting for the common good, honoring national and universal values, educating them in the spirit of creativity, realizing their inner potential;

career orientation of learners;

achieving meaningful, voluntary, effective organization of students' free time;

effective socialization of learners.

In the system of extracurricular activities, a special place is occupied by a series of events organized in Informatics. Extracurricular activities in Informatics are “activities organized to expand and deepen students' knowledge of Informatics” [1]. In the process of these activities, “the development of a methodological system for organizing extracurricular activities in Informatics is of particular importance. The relevance of this program is determined by its compliance with the new requirements of the field of Informatics and Computerization, the content of extracurricular activities corresponds to the requirements for the development of professional and general knowledge, skills, and competencies in students. The corresponding course creates new opportunities for students' creative development, self-awareness, and self-determination; forms an information culture in them that serves to increase their learning efficiency, and defines innovative approaches to the forms of achieving cooperation in the process of extracurricular activities” [5, - p. 1105].

One of the sources indicates the expediency of carrying out extracurricular work in computer science in the following areas. Namely:

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1. To familiarize students with the theoretical foundations of computer science, programming, computer and network architecture (design), and software and to work with it.

2. To popularize and familiarize students with achievements in the field of information technologies.

3. To improve the skills of working with computers and software, to develop interest in conducting scientific research in the field.

4. To form an interest in reading printed and electronic scientific and popular literature among students, to develop skills and qualifications in working with them.

5. To direct students to a career in computer science.

6. To organize collective activities in computer science, to create favorable conditions for gaining experience in achieving cooperation in this area.

7. To organize students' free time [8, - p. 4].

When organizing extracurricular activities in computer science, it is also necessary to pay attention to solving the following issues: creating and developing a stable interest in computer science among students; developing a culture of thinking; identifying students' interests and needs for knowledge on the basis of establishing stronger working relationships with computer science teachers; forming activists with the skills to assist subject teachers in effectively organizing computer science education for a specific class group (preparing teaching aids, working with students who are lagging behind in mastering, promoting computer science knowledge among other students) [2].

Extracurricular activities in computer science have certain features. For example, they “are characterized by ensuring the mastery of modern knowledge and new technologies by students. In this case, a flexible system of using individual creative tasks and the possibility of creating an emotionally significant environment for the formation of a stable interest in important types of social activity in students is determined” [7, - p. 94]. It is this uniqueness that makes extracurricular activities colorful and interesting.

Thus, extracurricular activities are one of the important structural elements of pedagogical activities organized in general secondary schools. Organization of extracurricular activities on the basis of a clear goal, program and plan creates an opportunity to support school education, improve its quality, and achieve the expected results as an additional activity that serves to increase its effectiveness.

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