



## THEORETICAL FOUNDATIONS OF NEW PEDAGOGICAL CONCEPTS AND WAYS OF USING THEM

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**Abstract.** This article describes the theoretical foundations of new pedagogic concepts and ways of their use. The introduction of the concept of "new pedagogy" in educational practice, the problem of modern education in practice, theoretical foundations of new pedagogy, similar and different features of new and old pedagogy, the main trends in the educational system, online trends and their types, the most important trends and educational trends, the content of Google Classroom and information about the stages of creation is given.

**Keywords:** new pedagogy, old pedagogy, quality of online courses, artificial intelligence in training, metaverse, market consolidation, individual approach, practice-oriented learning, practice borrowing from popular educational products, proven learning, personalization, focus on goal setting, blended learning, adaptive education, virtual classroom, OOOK, synchronous and asynchronous learning, Flipped classroom (reversed learning), self-directed learning concept, learning process management system (LMS), "Cloud-based" teaching, mobile learning, course management system (CMS), eLearning, 1:1 technology, gamification, Google Classroom.

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Today, the concept of "new pedagogy" has entered the educational practice. In order to understand how this concept can help deep learning, it is first necessary to identify its features that differ from the old pedagogy. The concept of "new pedagogy" can be taken as a new model defining the educational relationship between student-teacher and student-students, intended for deep learning in a digitalized environment. The novelty of the new pedagogy is explained in the formation of active cooperative relations with learners.

Also, the problem of modern education in practice is that the world is new, children are new, and pedagogy is old. Any child will tell the technology of the lesson: they got up, sat down, opened the notebook, read the textbook, closed the notebook, opened the diary, finished the lesson. It doesn't work anymore. The new guys agreed with our model but didn't accept it. Coercive pedagogy is an old pedagogy. Therefore, modern children are bored at school [9].

The new pedagogy removes from the shoulders of the learner all the obsolete and unnecessary requirements, knowledge that has lost all pedagogical interest and importance in our age, it is modern life and natural development, follows the aspirations of the learner in a healthy way, develops a thirst for new knowledge in the student, and most importantly, it is a response to the needs and ideals of the age. gives [17].

Although the theoretical foundations of the new pedagogy were created by Dewey, Piaget, Montessori, and Vygotsky, there was not enough opportunity to put their ideas into practice. Similar features of the new and old pedagogy can be seen in learning, familiarizing with the subject and strengthening the learner, the teacher, the basics of educational science. Based on the opinions of researchers such as Jean Buteau, Alan, Jana Piaget, K.Rodgers, I.P.Savitsky, we

determined that the difference of the new pedagogy from the old pedagogy is seen in high potential, accuracy, learning as follows (Table 1):

Table 1.  
Different features of new and old pedagogy

Different features	New pedagogy	Old pedagogy
Theoretical awareness of alternative schools	reexamines the idea based on psychology and epistemology and gives it a positive scientific status	defines man as a thinking being with reflexive consciousness, a subject of real knowledge and rational action
	specific knowledge is not necessary for the formation or development of an educational system, but only attention is paid to the development of new pedagogical thinking	relies on knowledge of the art of personality training and development, the process of personal development, the laws of individual development and the laws of environmental evolution
	The field of moral norms is clearly separated from the elements of the worldview in the field of human choices, which cannot manifest itself as a "single science" and are not scientific.	derived from the concept of "human nature" (as a thinking being, knowledge and rational action)
	the more the student tries, the more confident the teacher is in understanding him	the school is presented as a "closed space" cut off from society and family
	on the one hand, it is developed based on the concepts of "single science", and on the other hand, the concepts of sociosphere and noosphere	completely ignores the fact that in human society the dialectical interaction of parts and wholes has risen to a radically new level
Philosophy of education: subject, concept, direction of study	takes into account the deep crisis of culture and personality	determines the appearance and characteristics of modern education and school, actually exhausts itself
	forms not only a knowledgeable person, but primarily a person prepared for life and trials, for understanding other people and cultures	socialization (school, street, public institutions, family, media) and its mental, including physical, spiritual, general, changes and development
	includes the methodology of educational reforms along with educational technologies	socialization and mental development correspond to different successive stages of socialization

The main trends in the future education system will be related not only to the search for new educational formats, but also to the new roles of all participants in the educational process. It also gives more information about the theory behind various online trends that may be applied in practice, they seem interesting, but it is not clear how to believe them in everyday life. For example, the quality of online courses, artificial intelligence in training, metaverse, market

consolidation. 7 different trends of online education are put into practice, such as individual approach, practice-oriented learning, practice of borrowing from popular educational products, proven learning, personalization, focus on goal setting, blended learning.

Focus on quality when creating online courses - most people talk about the need to work with quality, but they mean different things. Common criteria have not been released and legalized, so it is difficult to rely on such a formula in work.

Artificial intelligence in training is a popular trend that many people talk about, but there are very few practical examples of implementation.

Metaverse has the same situation with artificial intelligence: many people want to create an educational platform that is both a social network and an entertainment platform, but there are no such examples yet.

Market Consolidation – It is useful to know that several large players in online education are acquiring small startups, but how this knowledge is used in course development is not fully understood [2].

Among the most important trends are adaptive learning, virtual classroom, OOOK, synchronous and asynchronous learning, "Flipped" classroom (reversed learning), self-directed learning concept, learning process management system (LMS), "Cloud-based" teaching, mobile learning, course management system (CMS), eLearning, 1:1 technology, gamification have been studied in research [3, 4, 5, 6, 7, 8, 10, 11, 13, 14, 16, 19, 20, 21, 22]. These educational trends are expressed in the table below (Table 2):

Table 2.  
**Educational trends [12]**

<b>№</b>	<b>Educational trends</b>	<b>The essence of educational trends</b>
1.	Adaptive learning	In this educational concept, the computer is used as an interactive learning device. The computer adapts the presentation of learning material to the needs of the student, often in the form of questions and answers to tasks. Such training is understood as the use of the computer to combine the interactive capabilities of the student with the mentorship of the teacher with whom the student can communicate.
2.	Virtual class	it is an online learning environment. The environment can be web-based, accessed through a portal, or created by software, for which you need to download installation files. As in a real classroom, a student in a virtual classroom participates in a synchronous discussion, meaning that the teacher and students enter the virtual learning environment at the same time.
3.	OOOK	is an acronym that stands for "Public Open Online Courses." This leads us to online classes designed for large numbers of participants. Usually, OOOK students watch 10-15 minute video lectures, participate in online discussion in the forum together with teachers and other listeners. Some OCs require students to take quizzes and quizzes, and some require students to complete tasks that are graded by multiple individuals, including themselves. Some OOOK use both knowledge testing options
4.	Synchronous and asynchronous learning	synchronous online classes involve the simultaneous participation of students and teachers. Lectures, discussions and presentations take place at specific times. All students who wish to participate in them must be online at this time. Asynchronous training is based on a different principle. Teachers post materials, lectures, tests,

		and assignments that can be accessed at any convenient time. Students may be given a period of time - usually a week - in which they must go online to study once or twice, but students are free to choose this time
5.	Flipped classroom (reversed learning)	it is a flipped teaching method where homework is done offline while lectures and subject learning are done online
6.	A concept that focuses on independent learning	it is the process of acquiring knowledge, in which the student independently makes decisions, formulates the goals he wants to achieve with his educational needs, determines human and material sources of knowledge, chooses an educational strategy, implements and evaluates the acquired knowledge
7.	Learning Management System (LMS)	it is a software product or website used to plan, implement and evaluate a specific learning process. Typically, the educational process management system allows the teacher to create educational materials and present them to students, monitor student participation in the educational process, and evaluate this participation. The learning management system allows students to participate in interactive processes, such as topic discussions, video conferences, and discussion forums.
8.	"Cloud-based" training	A cloud is a group of computers connected to a network, an invention that allows them to work as one over the Internet. Also, the cloud is a model that allows you to scale resources based on needs. Users use the system a lot, and many resources are involved
9.	Mobile education	access to educational materials on personal devices, smartphones and mobile phones. On educational sites, special application links for mobile devices provide any educational material
10.	Course Management System (CMS)	is a set of tools that allows the teacher to create teaching materials and upload them to the Internet without using HTML or any other programming language
11.	eLearning	e-learning or digital learning refers to a wide range of programs and processes designed to deliver learning materials to students. This usually means the Internet, but CD-ROM or videoconferencing via satellite can also be used. The definition of e-learning is a broader concept than online learning or computer-based learning
12.	1:1 technology	is to provide each student with a laptop or tablet to individualize learning, increase independence, and increase the number of academic hours outside the classroom walls
13.	Gamification	gamification uses participation in a game where there is usually no place for play. Some experts have called gamification one of the most important trends in the field of information technology. Gamification can be used in any industry and anywhere to engage and entertain people, turning users into gamers

In 2022, the latest educational trends were identified [15, 23, 24]:

1. Digitization and digital literacy.
2. Micro-education. Agile and Scrum technologies.
3. Gamification. VR and AR technologies.
4. Moving to adaptive education and soft skills.
5. Changing the role of the teacher [18].

According to teacher Shalva Amonashvili, "we were not bored in such a traditional school, because we were brought up differently. Parents forced children, society forced them. Children were brought up in an authoritarian environment in principle. This is considered normal. You can't do that now. Here it is appropriate to quote the words of Sukhomlinsky: "I think that my heart stops when I think about a child sitting bored in the classroom, who received two grades" comments directed at solving problems in educational practice today [9]. Also, in addition to the main trends in the education system, there is Google Classroom, which can be recommended as a classroom for schools that can be added to the educational users of Google Apps in practice.

Google provides a free edition of Google Apps to educational institutions, and Google Classroom leverages the installation by turning Google Apps into a communication suite for students and teachers. Providing schools with email accounts and document storage is one thing. Students and teachers demand more. There are class assignments, announcements, and reminders. They need a specific environment that can be used for classroom security and document exchange. This is where Google Classroom comes in. Google Classroom is basically a learning management system or LMS that uses Google Apps for student and teacher collaboration. Google Classroom was developed following user demand, but learning management systems are expensive and many are difficult to use. Because the field is occupied by Blackboard, which in turn bought most of the competition [1].

Here are four links you'll want to keep handy for future reference:

Google Classroom on the Internet;

Google Classroom iPad app;

Google Classroom Help Center;

Google Classroom learning materials.

We use the links mentioned above in the following 6 steps (Table 3):

Table 3.

**Steps to create a Google Classroom**

<b>Steps</b>	<b>The name of the steps</b>	<b>Work done in steps</b>
1- step	Google Classroom- enter the ( <a href="https://classroom.google.com">https://classroom.google.com</a> / go to the site)	<ol style="list-style-type: none"> <li>1. Make sure you're signed in to your Google Apps for Education account. If you're using your own Google Account or you're at a school that doesn't use GAFE, you won't be able to use Classroom.</li> <li>2. You should see Google Classroom Home. Below is a screenshot of my annotated home page to explain the various features.</li> <li>3. Click the + icon to create the first class. Create one for an existing class or a practice session for this tutorial.</li> </ol>
2- step	Create a class	<ol style="list-style-type: none"> <li>1. Select the About tab. Fill in basic information about your class. Note that there is a folder in Google Drive that contains files belonging to this class.</li> <li>2. Click on the Students tab and add a student or two (perhaps a colleague who will serve as a guinea pig for this experiment). Determine what permissions you want these "students" to have when posting messages and posting comments.</li> <li>3. And/or, give the class code posted on the student tag to a student or colleague to practice.</li> </ol>

		<p>This code is also available in your Stream tab.</p> <p>4. Go to the Flow tab. Share the announcement with your class. Notice how you can add a file, a document from Google Drive, a YouTube video, or a link to another resource.</p> <p>5. Staying on the Flow tab, create a mock assignment for this class. Fill in the title, description and give the due date. Attach any resources and assign the assignment to students enrolled in this class</p>
3- step	Control of students' assignments	<p>1. In the Stream tab, you should now see your assignments in the left corner under the heading "Upcoming Assignments". Click on one of your assignments.</p> <p>2. This will bring you to a page where you can see the status of your students' work completion. This is called the student engagement page. In order for an assignment to be marked as completed, the student must convert it to a Google Classroom account.</p> <p>3. Note that you can assign grades and scores. Click on a student and you can send them a private comment.</p> <p>4. You can email the student or students if you check the box next to the student's name.</p> <p>If a student has submitted work, you can grade it and return it to the student.</p> <p>To view all student work at once, click on Folder at the top of the Student Work page. This folder link will be removed until the students start working.</p>
4- step	Try the classroom from the students' point of view (exact student help is available here)	<p>1. Ask your colleague to invite you to his classes and make an assignment for this class.</p> <p>2. Try to submit the assignment.</p> <p>3. Ask your colleague to grade this assignment and return it to you</p>
5- step	Google Classroom- Consider creative use of	
6- step	iPad Download the app and repeat the previous steps	

How the Google Classroom experience on the iPad differs from the web experience, features specific to the app, and how to use Google Classroom the way you prefer can be achieved by following the steps above.

In short, there were attempts to develop pedagogy based on individual elements of its development. For example, pedagogy based on the theory of periods. But criticism easily identified errors in such pedagogical theories. In our opinion, these errors could easily be avoided if pedagogy made full use of the idea of development, without neglecting both the doctrine of the evolution of the animal world and the history of the progressive development of mankind. In particular, it is desirable to supplement the doctrine of the development of the individual human personality and all this with practical instructions, experiences and the history of the development of pedagogy.

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