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TECHNOLOGY OF PREPARATION OF DIDACTIC GAME TASKS IN
TEACHING THE SCIENCE OF GENERAL AND MEDICAL
RADIOBIOLOGY IN HIGHER MEDICAL EDUCATION

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Abstract : " *General and medical " radiobiology " science in education didactic the games in the selection of radiobiology near future development prospects of devices more technical improvement and in them didactic of games elements wide application based on worker indicators selection , peers and adults with communication of experience each bilaterally development assistance , training to training interest wake up about reasoning is conducted .*

Key words: *Individuality principle , General and medical radiobiology , didactic games , playful technology , education training , didactics , training activity , mental activity*

Didactic games in choosing of students spiritual condition , know skills , speech , peers and adults with communication of experience each bilaterally development assistance , training to training interest wake up , study activity knowledge and qualifications formation , results analysis make , compare , abstract , to generalize in learning to the student help to give attention focus it is necessary

Games transfer in the process of the student mental activity to the sciences relatively his movement with depends to be need [1].

General and medical radiobiology in their classes didactic from games use during seeing outgoing subject feature in consideration will receive didactic games choose principles counting transition it is necessary Medicine universities in students study activities to activate helper and application to the goal according to has been games the following to principles justification should :

Har one game of the participant activity .

1. Har one student for didactic to the game access openness .
2. Games problematic .
3. Games students for interesting and emotional color to be
4. Games individuality or collectiveness .
5. Games competitiveness .
6. Har one participant for of the game result to give

Above counting passed of principles each to one briefly stopping let's go Didactic of the game principles one each which of the participant activity level is considered He's in the game preparation in sight reflection reach game during increase and to the top reach , as well as results discussion to do same in the process high degree save standing should [2]. Play openness - all participants by game of the rules understandable to be and his desired stage to the students suitable has been of duties existence

Didactic play problematic then is expressed as desired in the game problematic situations and them solve for conditions is created . In this each one student competition conditions certain to the goal to reach striving , competition during appear will be different problematic situations solve ways himself didn't know without plans . Didactic play interesting and emotional color all in stages students to know activity , that's it with together , game preparation and next to strengthen the analysis directed . From this except this principle each one game of the participant to know activity to develop they help . Didactic of the game individuality that's it mean holds that every one student for in the game certain role to be found it is necessary role his personal features maximum way done to increase , to a student himself to express chance to give need Individuality principle each one play to the participant his own next development for to work possibility gives , i.e at the time student certain in action in itself superior features to open opportunity have will be Didactic play collectiveness while each one of the participant individuality I'm done without giving , problematic situations solve according to team , pair , groups mutually activity done increases .

Community principle together movement and thinking such as important of qualifications development take will come Individual , plural cases opposite

character , outlook have has been of students collective work friendly relationships in development will help . Games competitiveness many p cases didactic in the game main mover strength being is considered and this strength of the players mental opportunities big amount mobile is enough

Har one participant for play result to give didactic of the game main principle being , him each one participant and whole of the team active creative activity as shows . All collective competitions such as the team activity result directly each one player contribution depend See outgoing principle each one student and whole the team of the result suitable coming and player and his opponent for the only one to be requirement reaches [3].

Above counting passed principles account didactic games from the line " General and medical in radiobiology " classes of students study activities activation for use to the goal according to to be the games choose possible [4].

Didactic of games many advantages regardless of them preparation and Conducting professor- teacher for complicated task being is considered and a lot the time demand does

Didactic games and game the time transfer with together didactic game diagnosis and him to transfer preparation such as important also pay attention to the edges focus it is necessary

That's two the problem is the same level processing demand because it does didactic play good prepared being his diagnosis thorough organize not done if so game pending result not giving , preparation and to transfer spent the time not justified can

See developed analysis to the teacher " General and medical " radiobiology " science in their classes didactic the games justified way apply enable gives

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