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**MODERN PEDAGOGICAL TECHNOLOGIES
IN BADMINTON TEACHER TRAINING
UNDER THE BWF SHUTTLE TIME PROGRAM**

**СУЧАСНІ ПЕДАГОГІЧНІ ТЕХНОЛОГІЇ
У ПІДГОТОВЦІ ВЧИТЕЛЯ БАДМІНТОНУ
ЗА ПРОГРАМОЮ BWF SHUTTLE TIME**

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Today's students differ from students twenty years ago in that they are different, because the modern world is full of information that pours on them from various sources, sometimes even without their will. Their brain works differently than ours. Therefore, it is not surprising that they sometimes do not accept traditional methods and techniques of learning, it is difficult for

them to focus on a certain type of activity. The best results can be achieved when learning is enjoyable for both students and teachers.

Today, it is more relevant than ever to improve the process of training specialists for professional activity, which involves the interaction of the theoretical and practical parts of their training. One of the defining tasks of a modern higher school is the use of modern pedagogical technologies of education.

Because, as a means of training a badminton teacher according to an international program BWF Shuttle time [2, 7] suggests using two educational technologies «edutainment» and «brainstorming», let's explain the concept of technology in general terms.

In a large explanatory sociological dictionary Jerry D., Jerry J. the concept of technology is revealed as «practical application of knowledge and use of methods in production activity» [4].

The concept of «edutainment» appeared in modern science relatively recently, although the technology itself has deep historical roots. Even in ancient Greece, education and training were based on comparison and comparison. Young men constantly competed in music, dance, gymnastics.

Wang Ya, a professor at Australia's University of Milwaukee, claims that «edutainment» is a place where children can enjoy what they learn with the help of music, videos, images. He believes that the main task of «edutainment» is to help diversify the process of acquiring knowledge through entertainment, but it does not require a radical transformation of the traditional model of education [9].

Addis M. believes that «edutainment is a specific activity based on "simultaneous learning and satisfaction of one's own curiosity» [1].

Donovan R., defines «edutainment» as «a deliberate combination of a social order with an entertainment mechanism to quickly achieve the goals set by society» [3]. He believes that «edutainment» technology is very effective for receiving a large amount of information in a short period of time by a large number of people. At the same time, the analysis of complex topics takes place in a playful way, which allows you to remove unwanted pressure on the psyche. Thus, it can be concluded that «edutainment» should be considered more broadly: it is a type of learning that is connected not only with an entertainment mechanism, but also with other processes (for example, assimilation of a large amount of material in a short time).

The second technology of «brainstorming» (English brainstorming – from brain (brain) + storm) is a psychological method used in social engineering and game technology (business and innovative games). Brainstorming is aimed at stimulating creative activity, solving a certain task with the help of active thinking [6].

The entire training course of BWF Shuttle Time University [2, 5, 7, 8] consists of separate modules (approximately 20–24 hours). Let's consider in more detail where you can use «edutainment» and «brainstorming» learning technologies during the training of a badminton teacher according to the program BWF Shuttle time (Table 1).

Table 1

Use «edutainment» and «brainstorming» learning technologies during the training of a badminton teacher according to the program BWF Shuttle time
(«edutainment» – 1* «brainstorming» – 2*)

No	Module	Tasks of the module	1*	2*
1	Group management during badminton training.	Students will learn about the placement of students, ways of placing small groups on the playground, and determining effective forms of placement of students on the playground with the number of 16+ students.	+	+
2	Physical development, advantages of badminton.	Students are asked to determine the basic physical qualities necessary for playing badminton, select exercises to develop the necessary physical qualities.	+	+
3	Training under the BWF Shuttle Time program.	Students are offered short segments (1-22 lessons) of the BWF Shuttle Time program.	+	-
4	Learn to win.	Students will be given the opportunity to form their own definitions of tactics and to reveal the factors that influence victory during competitive activities and decision-making during the game of badminton.	-	+
5	How to organize a competition.	Students are invited to consider the effectiveness and options for organizing and conducting competitions under various draw systems. Work in small groups to organize competitions according to different systems.	-	+

As one of the creative tasks where you can most successfully apply «brainstorming» is the preparation of an «ESE» or a group presentation (for example, the topic: How can the BWF Shuttle time program be used for a wider involvement of girls/boys in sports. Determine the sequence of education for children with different levels of training in badminton (for different ages), etc.

Summing up the above, we should note that one of the directions actively implemented at the Ternopil Volodymyr Gnatyuk National Pedagogical University, there is training of future badminton teachers according to the program. It is necessary to direct the future teacher to approach the process of teaching children badminton creatively, stimulating students with unusual modern methods and forms of education.

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