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UTILIZING INTERACTIVE PLATFORMS IN TEACHING INFORMATICS AT ACADEMIC LYCEUMS

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Annotation

This article highlights the advantages and effectiveness of using interactive platforms in teaching informatics at academic lyceums. Informatics lessons play a crucial role in developing students' skills in algorithmic thinking, programming, working with data, and cybersecurity. Code editors, tests, and simulations transform students from passive listeners into active problem-solvers, while adaptive tasks ensure an individualized approach. Automated checkers provide instant feedback, helping students correct mistakes and reinforce knowledge, and platforms such as GitHub and Google Docs foster collaboration skills. Furthermore, assignments involving the creation of websites, mobile applications, or data visualizations enhance creative thinking, while working with tables and graphs develops analytical skills. The article also examines the capabilities of the LearningApps platform, emphasizing its variety of templates, support for multimedia, flexibility, instant feedback, collaborative environment, and global accessibility, evaluating it as an effective tool in the educational process.

Keywords: informatics lessons, interactive platforms, algorithmic thinking, programming skills, LearningApps, collaborative environment, gamification

Informatics lessons represent one of the most important directions in modern education, as they develop students' skills in algorithmic thinking, programming, data management, and cybersecurity. The use of interactive platforms makes the learning experience more effective and engaging.

Code editors, various tests, and simulations transform students from passive listeners into active problem-solvers. During lessons, learners directly participate in the process, test their knowledge through practical exercises, and consequently develop independent thinking and a sense of responsibility. Adaptive tasks adjust to each student's level of knowledge, helping to identify their strengths and weaknesses. This approach allows learners to study at their own pace, ensures individualized learning, and creates conditions for deeper mastery of knowledge.

Automated checkers immediately display errors in the code written or tasks completed by

students. This enables learners to correct mistakes in a timely manner, reinforce knowledge through repeated attempts, and develop self-monitoring skills. Platforms such as GitHub and Google Docs allow students to carry out group projects, review code collaboratively, and learn to work together. This process prepares them for teamwork, shared responsibility, technical communication, and effective participation in professional environments.

Assignments involving the creation of websites, mobile applications, or data visualizations enhance students' creative thinking. They learn to transform ideas into practical products through technology, which fosters creativity and innovation. By working with tables, graphs, and datasets, students develop analytical thinking. They acquire skills in collecting, analyzing, and visualizing data, as well as drawing conclusions—competencies that are highly valuable for future scientific research and professional activities.

In informatics lessons, various interactive platforms can be applied depending on the topic. For example, LearningApps, Quizizz, and Wordwall not only make lessons more engaging but also provide opportunities for students to retain key concepts and remember interface elements. Moreover, the use of gamification elements increases motivation and strengthens healthy competition. The following section examines the capabilities of the LearningApps.org platform.

LearningApps is a free online educational platform that enables teachers and students to create and use interactive exercises. Its main advantage lies in the ability to organize lessons in an engaging and effective way without requiring complex technical knowledge.

As a tool for structuring the educational process interactively and effectively, LearningApps offers a number of important opportunities. These not only activate students' learning processes and help teachers make lessons more engaging and meaningful, but also increase the overall efficiency of education.

The platform provides a variety of ready-made templates, including tests, matching exercises, crosswords, flashcards, sorting tasks, and other formats. With these templates, teachers can quickly and easily create subject-specific exercises without complex technical procedures. As a result, students strengthen their knowledge by completing tasks in different formats, and the learning process becomes more effective.

LearningApps also allows exercises to be enriched with multimedia elements such as images, videos, and audio materials. This makes lessons more engaging and lively. Visual materials help students gain a better understanding of topics, while interactive tasks encourage active participation.

Teachers can create exercises tailored to their subject and share them with students via a link. This contributes to lesson personalization, adapting content to students' knowledge levels and needs. Furthermore, exercises can be applied across different subjects and topics.

After completing tasks, students can immediately view results, which helps them quickly identify and correct mistakes. Instant feedback fosters self-monitoring skills and contributes to knowledge reinforcement.

The platform also enables students to work in groups, view each other's results, and engage in discussions. This process develops teamwork, communication, and collaborative problem-solving skills. The collaborative environment prepares students for social activities and aligns them with the requirements of modern education.

Because LearningApps operates online, it is accessible from any location. This feature allows students and teachers to engage in education without geographical limitations. Its global accessibility also makes it an effective tool for distance learning.

The diversity of templates, visual and interactive features, flexibility, instant feedback, collaborative environment, and global accessibility make LearningApps an important tool in modern education. These capabilities activate students' learning processes and help teachers

organize lessons in an effective and engaging way.

Conclusion

The integration of interactive platforms into informatics lessons represents a significant advancement in modern education. Tools such as LearningApps, Quizizz, and Wordwall not only make lessons more engaging but also foster essential skills including algorithmic thinking, programming, data analysis, and collaboration. Features like ready-made templates, multimedia support, adaptive tasks, instant feedback, and collaborative environments transform the classroom into a dynamic space where students actively participate, learn at their own pace, and strengthen both creativity and analytical thinking.

LearningApps, in particular, stands out as a versatile and globally accessible platform that empowers teachers to design meaningful exercises without technical complexity and enables students to deepen their knowledge through interactive practice. Its capacity to personalize learning, encourage teamwork, and support distance education highlights its relevance in preparing learners for the demands of the digital age.

Informatics lessons enriched with such platforms not only improve educational efficiency but also cultivate innovation, responsibility, and problem-solving skills—qualities that are indispensable for future scientific research and professional success.

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