
Theoretical Basis for Creating a Virtual-Educational Museum



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Abstract

The theoretical issues of creating a virtual educational museum are widely discussed in the article. The focus of the article is directed towards the issues of the importance of developing innovative didactic models in developing digital and software-technological competencies among students. The article displays the factors for mastering the native language and enriching the mental lexicon for the development of critical thinking processes in young students, the connection of these factors with perception, imagination, thinking, controlling brain activity in the information age, and the special role of virtual educational tools in the development of algorithmic thinking. Virtual-educational museums are interpreted as an illustration of presenting historical-cultural heritage in various ways using information and communication technologies. Didactic value of virtual educational museums is highlighted. The requirements for the content and design of the virtual educational museum are described. The procedure of creating a virtual-educational museum on the science of 'Informatics and Information Technologies' and the analytical results of education based on the virtual-museum are shown. Moreover, this article highlights the role of virtual educational museums in mastering science, developing thinking, and understanding the national values.