Specific statistical table is shown in Table 1.

Table 1. Research on the cultivation and promotion path of college students’ cultural self-confidence from the perspective of positive psychology

<table>
<thead>
<tr>
<th>Factor</th>
<th>Amnesia</th>
<th>Aphasia</th>
<th>Disowned</th>
<th>Motional instability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Students with cognitive impairment</td>
<td>2</td>
<td>3</td>
<td>2</td>
<td>4</td>
</tr>
</tbody>
</table>

Conclusions: With the continuous introduction of foreign culture, negative thoughts such as money worship and utilitarianism have had a great negative impact on China’s national culture. Based on positive psychology, we have strengthened the cultivation of college students’ cultural self-confidence, resisted the negative impact of foreign bad culture, carried forward Chinese excellent traditional culture, and played a good role in leading advanced culture. Through the cultivation of college students’ cultural self-confidence from the perspective of positive psychology, we can better enhance college students’ cultural identity, help them better learn and deeply understand the connotation of socialist advanced culture, consciously assume the responsibility and responsibility of carrying forward the socialist advanced culture with Chinese characteristics, and consciously maintain China’s cultural security in the era of globalization.

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APPLICATION OF EDUCATIONAL PSYCHOLOGY IN PRESCHOOL EDUCATION CURRICULUM

Hui Zhang¹,²

¹Normal College, Hunan University of Arts and Science, Changde 415000, China
²Center for International Education, Philippine Christian University, Manila 1008, Philippines

Background: Educational psychology is the product of the combination of educational activities and psychology. It is a science to explore the psychological laws of middle school and teaching in the process of education. Educational psychology can describe, explain, predict and control educational practice. It can help teachers understand problems, provide theoretical guidance for practical teaching, predict and intervene students’ behavior, and make them carry out educational research combined with practical teaching. As an applied science, educational psychology studies the law and application of students’ psychological activities under the conditions of education and teaching, and provides sufficient psychological basis for teaching methods. When students are in the early childhood stage, their mental development is childish and their thinking is simple. Therefore, they have great plasticity and are the foundation stage of life development. So, it’s the best time for children to be interested in learning. Playfulness is a child’s nature. By studying the child’s psychology, on the basis of respecting the child’s nature, we use relatively easy interactive games to stimulate children’s interest in learning according to objective laws. Children’s expression ability is weak, and it is often difficult to express themselves accurately. Sometimes we can only explain their feelings with the help of expression and body language, even if you feel interesting, you can’t use specific language to express it. This requires teachers to use a variety of methods to guide children to understand knowledge and accurately express their feelings. Inspire children from many aspects and angles. Using interactive games in this process is a good method. Stimulate children’s interest in learning through interesting stories. Children gradually become interested in knowledge in their slow learning. Then we should consolidate this interest through practice. We should not only cultivate children’s interest in learning, but also exercise children’s observation, which requires changing teaching methods, making the classroom go to nature, and letting children touch the real beauty during spring outings or school activities. Organize activities in nature. A keen eye for discovery is gradually produced in interesting and rich activities. You can even touch with your hands, listen with your ears, see with your eyes and other ways to let children have a personal experience of natural things and enrich their sensory experience. We know that in early childhood, every child has rich curiosity and creativity. But this ability is also very fragile. Teachers need patient guidance. Using interesting methods according to children’s psychological changes in interactive games is a good guiding means. To sum up, children are interested in learning, and our ultimate goal is to encourage children to learn. How to make children happy in learning? As a teacher teaching knowledge, we need to organize some interesting activities and games through educational psychology to let children participate.
Objective: As we all known early childhood is the golden age for young children to lay the foundation for learning knowledge all their life. In order to cultivate high-quality talents to meet the needs of the society in the new era, enriching teaching methods in early childhood education is a good means to improve teaching quality. Learning in early childhood is very different from that in adulthood. The most prominent feature is the lack of active learning ability, because children's knowledge base is very weak in early childhood, and they often need adult guidance to correctly understand some knowledge. Therefore, teachers have a great impact on children at this stage. In order to enrich the education of children at this stage, they use psychological education methods and interactive games to make the classroom lively and interesting, so that children can gradually learn a series of abilities that play an important role in the future, such as knowledge, aesthetics and creativity, in line with their lively nature, so as to better lay the foundation for children to learn knowledge in the future.

Subjects and methods: 50 children were randomly divided into experimental group and control group. There was no significant difference between the two groups in their usual performance and self-care before the experiment. Choose the same preschool teacher to teach the same preschool education course and use two different teaching modes. In the teaching process of the experimental group, the teachers applied the knowledge of educational psychology to guide the children to complete the teaching and complete the hierarchical teaching. The control group only used the general teaching mode in the preschool education curriculum. The teaching process was accompanied by parents and videotaped. In the experimental group, children are required to feel the interest of the course through music and watching videos according to their psychological changes and interests. And provide children with the props they need in the game, encourage children more, and tolerate children's imagination that is sometimes too wild. Encourage them, and then teach them according to their aptitude from the perspective of teachers. After the course is accepted, it will be evaluated according to the teaching status of children and the reflection of parents, and the impact of the application of educational psychology in preschool education courses will be counted.

Results: In this survey, the influence values of specific factors are quantified in five grades of 0-4. 0 means irrelevant, 1 means slight influence, 2 means general influence, 3 means obvious influence and 4 means full influence. In order to reduce the large error caused by personal subjectivity in the evaluation, the evaluation values of 50 children are adopted and averaged to obtain the results, which are rounded, the specific statistical table is shown in Table 1.

<table>
<thead>
<tr>
<th>Factor</th>
<th>Learning interest</th>
<th>Learning ability</th>
<th>Observation power</th>
<th>Creative ability</th>
</tr>
</thead>
<tbody>
<tr>
<td>Control group</td>
<td>2</td>
<td>2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>Experience group</td>
<td>4</td>
<td>3</td>
<td>4</td>
<td>4</td>
</tr>
</tbody>
</table>

Conclusions: Through the study of children's psychology, the main purpose of implementing education by means of interactive games in the early childhood stage is to cultivate children's optimistic attitude and aggressive outlook on life. Taking the application of interactive games in the classroom as an example, this paper discusses how to use flexible interactive games in early childhood education to stimulate children's imagination, creativity and observation. This is beneficial to promote the healthy growth of children, give full play to their potential and promote the growth of intelligence. I hope it can give some reference to early childhood educators.

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CANCER RISK PREDICTION BASED ON PERSONALIZED MEDICAL CONCEPT AND RELATED SUB-PATHWAY IDENTIFICATION IN COGNITIVE PSYCHOLOGY

Zhiqiang Zhu

College of Science, Huazhong Agricultural University, Wuhan 430070, China

Background: Cancer and other complex diseases have always been important factors that seriously endanger human health. With the opening and development of human post genome era, a large number of high-throughput sequencing technologies have been continuously developed, which makes biomedical research gradually get rid of the constraints of traditional research methods. On this basis, research methods relying on big data have also been proposed, which has accelerated the research process of various complex diseases such as cancer in the biomedical field, and its research method has gradually changed from single