Modern pedagogical technologies in teaching English.

English language teacher

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Abstract: Nowadays, the interest and attention to the use of innovative methods, innovative technologies, pedagogic and information technologies in the educational process is increasing day by day, one of the reasons for this is that until now traditional if in education students are taught to acquire only ready-made knowledge, modern technologies teach them to search for the knowledge they acquire, to study and analyze independently, and even to draw their own conclusions. Innovation (English innovation) - innovation, innovation.

Key words: English language, teaching methodology, interactive methods, information technologies, pedagogical technologies, advanced pedagogical technologies.

Innovative technologies are innovations and changes in the pedagogical process and the activities of teachers and students, and in its implementation mainly interactive methods are fully used. Interactive methods are called collective thinking, that is, pedagogical influence. are methods of achievement and are considered a component of the content of education. [4]The uniqueness of these methods is that they are implemented only through the joint activity of pedagogues and students. Such a process of pedagogical cooperation has its own characteristics. ', they include:

- To force the student not to be indifferent during the lesson, to think independently, to create and search;

- Ensuring that the student-student has a constant interest in knowledge during the educational process;[5]

- The organization of the activities of the teacher and the student-student in cooperation.

Learning English is one of the main conditions of today's development. Therefore, not only to increase the interest in this science among the young generation, but also to encourage their research in this way, it is the responsibility of parents as well as pedagogues. we should use it and pass our lesson meaningfully.

We know that introducing modern information and communication technologies into the educational process, using them purposefully and correctly, thereby increasing the student's interest in foreign languages, and improving the effectiveness of teaching is the most important issue. Today, there are various methods in the field of education. We should use them in the course of the lesson to cover a new topic and to increase their interest. It is known that in recent years, a new era has begun in the teaching of foreign languages in the public education system of our country, the requirements and methodology have changed. This requires the use of advanced pedagogical technologies, interactive, innovative methods. This is confirmed by the fact that English is taught in schools from the 1st grade. Raising the interest of children who are hungry for knowledge in learning the language and introducing them to the rich world of the English language requires a lot of work from teachers.[3] Of course, in this regard, organizing classes based on various interactive games increases their enthusiasm, activates passive students, and creates an atmosphere of mutual teamwork as well as competition among students in the classroom. Let's look at some examples of didactic games to make English lessons meaningful.

PICTORIAL? a drawing game that most English learners know. For this game, we use a regular board or a white magnetic board. We will divide the class into two groups and for each team we will draw a table on one side of the board and write down the scores of the teams here, and the groups will choose a name for themselves. Then one student from each group goes to the board, chooses one of the upside-down words

and draws it on the board, and the others find it. The first team to find the word gets a point.

OBJECTS? — through this interesting game, we will check the memory and vocabulary of students. The more we increase our vocabulary, the better our speaking skills in English will be. Game conditions: we will use the blackboard and 15 items in the classroom. We put all the items on the table, call all the students and tell them to look at the items on the table, then we cover all the items with something. Then we ask the students to write the 15 things they remember on paper or in their notebooks in English. After 2-3 minutes, the teacher writes the names of objects on the board, and the students can check the names of the objects they wrote. The student who wrote the most correctly is the winner.[2]

BACK TO BACK? - this game sharpens the student's memory and develops listening skills. We put colorful pictures on the table with the left side, we take two students to the board and ask one of them to choose the pictures, without showing the second student, they sit on two chairs facing each other. The child holding the picture says what is depicted in it in a riddle method, and the second student writes down the words heard. The student will be the winner if he writes down what he heard clearly and accurately. This game is also great fun for seniors.

BINGO? — to play this game, you have to prepare a little. But it is very interesting. Make 4x4 bingo cards and write words in each box and distribute to students. The words should not be repeated and the students should mark them as you read them. The first student to mark all the words on the page is the winner.[1]

In conclusion, it should be noted that information and communication technologies have become commonplace in kindergartens, schools, academies, and universities. The rapid development of society requires the need to change the technologies and methods of the educational process. Graduates of educational institutions should be ready for changing modern trends. Therefore, the introduction of

individual approach, mobility and distance-oriented technologies in education seems necessary and inevitable.

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