Use of modern methods in teaching English.

Zulfira Aliyevna Kurbanova

teacher of English at school 84, Koshrabot district, Samarkand region

Abstract: In our country, significant work is being done on the formation of the information society, the introduction of the most advanced information and communication technologies in all fields. In particular, the capabilities of interactive services are highly valued in this process. In the explanatory dictionary of the Uzbek language, the concept of "interactive" is defined as the basis for receiving or transmitting information through a computer network. In Wikipedia, interactivity is evaluated as a concept that reveals the nature and level of interaction between objects, and it is said to be used in the fields of information theory, computer science and programming, telecommunication systems, sociology, industrial design, etc. In a word, interoperability is a system of organizing a system to achieve a specific goal by establishing an exchange of information between parts of the system.

Key words: English language, teaching methodology, modern educational methods, information technologies, pedagogical technologies, educational efficiency.

Interactive method - by increasing the activity between students and the teacher in the educational process, it serves to activate the learning of students and to develop their personal qualities. The use of interactive methods helps to increase the effectiveness of the lesson.[4] The main criteria of interactive education: conducting informal debates, the opportunity to freely describe and express the educational material, the number of lectures is small, but the number of seminars is large, the creation of opportunities for students to take initiative, small group, large group, class team, assignments, written work and other methods, which are of special importance

in increasing the effectiveness of educational work. Currently, one of the main directions in the field of improving educational methods is the introduction of interactive education and training methods.[3]

All subject teachers are increasingly using interactive methods in the course of their lessons. As a result of the use of interactive methods, the students' skills of independent thinking, analysis, drawing conclusions, expressing their opinion, being able to defend it based on reasons, healthy communication, discussion, debate are formed and developed. In the process of interactive education, the lesson is based on the interaction of students. Interactive is derived from the English word "Interakt", that is, Inter means "mutually", "act" means action, influence, activity. Interactivity is the activity of two people, that is, the learning process takes place in the form of a mutual conversation, in the form of a dialog (computer communication) or on the basis of teacher-student interactions. Interactivity - mutual activity, movement, affectivity, student-teacher, student-student (subject-subject) conversations occur. The main goal of interactive methods is to create the most favorable environment for the learning process, creating an environment for the active, free, creative thinking of the student, the use of his needs, interests, and internal capabilities. Such lessons are conducted in such a way that no student is left out and has the opportunity to openly express his/her opinions, what he/she has heard, read, seen. A process of exchange of ideas takes place. Children's enthusiasm and interest in learning increases, mutual friendly relations are formed.

The role of teaching through various games in teaching English is incomparable. Playing various games during the lesson increases the enthusiasm for learning science in the classroom, encourages passive students to better participate in the lessons, and creates an environment of competition and teamwork among students in the classroom. It also increases students' respect for their teachers. Below are games that serve to increase the effectiveness of teaching during English lessons.

Last Man Standing (Last Man Standing).[2]

This game is a quick game. But it gives readers some time to think. This game encourages cooperative learning, that is, while other students are talking, the rest of the students are thinking of words themselves. You need a ball to play the game. And all students should stand in a circle. You need to choose a topic. For example: Things found in a kitchen, food, profession, etc. The game starts by throwing a ball to a student. That student says an English word about the topic and throws the ball to the next student. Each student who receives the ball will have to say something about this topic. If they repeat the words they were told or can't find the words within a few seconds, they leave the game and watch the game sitting down. Don't worry, they will still be learning. You can change this game to something a little different. Instead of talking about a topic, each student can talk about a different topic to the next student. For example, you can start the game by saying "say something red". The first student who catches the ball can say "strawberry" and choose a topic to throw the ball to another. This makes the game a bit more complicated, because before the student can think of a word, he must know what subject word he should think of.

Charades is similar to Pictionary, but the main difference is that actions are used instead of pictures to represent words. This game is very useful when your students are lazy, bored and sleepy. Wake them up and get them moving!

Write words on a few square pieces of paper for students to choose from. Verbs are much easier to express. But you can use words that are a little more complicated, but that all students know.[1]

Divide the class into two teams. And one student from each team chooses a piece of paper with a word written on it and expresses it with an action. The members of the team will have to find that word within three minutes. One point is given for each correct answer. The team with 10 points is the winner.

There are several types of bingo game.

Picture Bingo: Use pictures on a bingo card and read the words associated with those pictures.

Synonym Bingo: Get your students thinking by saying the synonyms on the bingo card.

Antonym Bingo: Like synonyms, only students will have to look for words that have opposite meanings, not synonyms.

Conclusion:

Try these games in your class and be sure to write down how each of them turned out. Your opinion is important for our further research. If you also know an interesting game or method, write it down. Share your experience with others!

Reference:

1. Jalolov J. "Methodology of reading English" (textbook) Toshent 2012[1]

2. Hoshimov O'., Yakubov I. "METHODOLOGY OF TEACHING ENGLISH" (study guide) T.-., Sharq Publishing House. 2013[2]

3. Rakhmanova, M. K^. (2020). Pedagogical skills, creativity and activity of the teacher in organizing student discussions in the educational process. "Oriental Art and Culture" Scientific-Methodical Journal, 4(4), 68-73.[3]

4. Penny Ur "A Course in Language Teaching: Practice of Theory "Cambridge Teacher Training and Development. 2009[4]