

## MODERN TECHNOLOGIES AND INTERACTIVE GAMES IN TEACHING ENGLISH TO SCHOOL LEARNERS

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**Abstract.** The article deals with modern technologies and interactive games in teaching English at school. In the process of active learning of pupils at schools, teachers of foreign languages should find ways to increase the level of involvement of pupils in the learning process, increase their motivation to learn languages. The result of the research shows that the use of innovative technologies and interactive games in the classroom helps to develop the creativity, imagination of pupils, increase their cognitive interest in learning foreign languages and improve their communication skills.

**Keywords:** modern technologies, interactive games, teaching English, foreign language, effectiveness, types, pupils.

In the 21st century, it is fundamentally essential for children to learn English from a young age. English knowledge will help to open many opportunities for them in the future and it will be invaluable in their future careers. However, teaching English to children is not an easy job. But it is also not difficult, if teachers already know how to do it. Many teaching positions involve teaching children - a unique experience that is both challenging and fun [1.5]. Compared to adults, children are more energetic, have shorter attention spans, and learn language according to specific stages of development; these present planning challenges for the teacher. The key to teaching English to children is to understand the principles of language acquisition and apply it in ways that keep children motivated to learn. There are a number of interesting games in the process of teaching English. It is worth mentioning that when teaching language to children, it is necessary to use such games in which all pupils participate equally and learn new things from the lesson. For example, new vocabulary can be memorized, if this process is repeated every day, pupils' vocabulary increases to a higher level.

There are some types of games can be implemented to make learning a foreign language interesting: [4. 46-53].

### **Board Race**

Board Race is a fun game that is used for revising vocabulary. It can be used at the start of the class to get pupils active. It is a great way of testing what pupils already know about the subject about to teach. This is best played with 6 pupils or more - the more, the better.

Why use it? Revising vocabulary; grammar

Who it's best for: Appropriate for all levels and ages

### **Simon Says**

This is an excellent game for young learners. Whether waking them up on a Monday morning or sending them home on a Friday afternoon, this one is bound to get them excited and wanting more. The only danger with this game is that pupils never want to stop playing it.

Why use it? Listening comprehension; Vocabulary; Warming up/winding down class

Who it's best for: Young learners

### **Word Jumble Race**

This is a great game to encourage team work and bring a sense of competition to the classroom. No matter how old we are, we all love a good competition and this game works wonders with all age groups. It is perfect for practicing tenses, word order, reading & writing skills and grammar.

Why use it? Grammar; Word Order; Spelling; Writing Skills

Who it's best for: Adaptable to all levels/ages

These games keep pupils engaged and happy as they learn. Therefore, these games should be implemented in the classroom. Following these kinds of games, there are some benefits of interactive games in the classroom.

- Physical development and motor skills.
- Memory retention and mental development.
- Social skills.
- Relationships and friendships.

Teaching and learning a foreign language using modern technology is one of the most effective ways.

Bennett et al emphasized that the use of computer technology improves teacher education and learners' learning in the classroom. The use of computer technology helps teachers meet the educational needs of learners[3.26-30].

Pourhosein Gilakjani emphasized that the use of technology can create a learner-centered learning environment rather than a teacher who in turn creates positive changes. They assert that with computer technology, the English language class becomes an active place full of meaningful assignments where learners are responsible for their own learning[2].

According to Susikaran, fundamental changes have occurred in the classes along with teaching methods because the method of teaching chalk and speech is not sufficient to teach English effectively.[5.13].

In this process of implementing modern technologies in the classroom, there are some advantages of them for pupils. They are as follows:

1. When using computers, pupils can watch and listen to videos, demonstrations, dialogues, movies or cartoons in a foreign language;

- It is possible to listen and watch radio broadcasts in foreign languages and TV programs;

- use of tape recorders and cassettes, which are more traditional methods;

- CD players are available.

The use of these tools will make the process of learning a foreign language more interesting and effective for pupils.

**Conclusion.** In conclusion, from the foregoing, it follows that the use of modern technologies and interactive games in teaching English make it possible to make pupils active participants in the pedagogical process, to form and develop pupils' cognitive activity. The use of interactive games and modern technologies contribute to the formation of a creative, active personality capable of changing in a changing world. In the course of preparing a lesson based on interactive forms of learning, the teacher is faced with the task of choosing the most effective form of learning for studying a particular topic, it opens up the possibility of combining several teaching methods to solve a problem, which contributes to a better understanding of the material by pupils. These can be implemented in a new way, along with modern technologies and interactive games.

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