THE ROLE OF INNOVATIVE TECHNOLOGIES IN ENGLISH LEARNING AND THE IMPACT ON THE ECONOMY

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ANNOTATION

Language is the main means of communication, it is difficult for you to imagine the existence and development of human society. At a time when the world is undergoing great changes, the demand for learning foreign languages is growing in our country. the study of English was set in a very deep way. At the initiative of the President, English is widely taught in all fields of education. The use of technology in the process of learning English is yielding effective results.

Keywords: Foreign language, innovative technology, technological tools, methods, techniques.

INTRODUCTION

After the independence of our country, the demand for learning foreign languages has increased dramatically. Our state creates ample opportunities for language learning. Today, schools have modern computers, electronic resources, Internet access.

The use of information technology is possible not only at different stages of school students' lessons, but also in the usual English lessons. The introduction of computer technology in the scheme of a traditional lesson allows the teacher to make the learning process a part of his work on the computer, making the learning process more interesting, colorful, intense.

The computer cannot replace it, but only fills the teachers.The involvement of the computer will allow you to make any lesson attractive and truly modern. Completing any task allows you to increase the intensity of the lesson by using a computer and using the lesson. Today, interactive games are becoming a tradition in schools. It is known that the lesson is based on a variety of games that allow students to demonstrate their abilities, focus, increase their knowledge and skills, and become stronger. accelerating activity.

According to psychologists, the psychological mechanisms of playful activity are based on the fundamental needs of the individual to express himself, to find a stable place in life, self-government, to realize their potential. accepted educational principles, tactics should lie.

Learning games should be based on the subjects. During the games, the student is more interested in this activity than in a normal lesson and is more comfortable. It should be noted that the game is, first of all, a way of teaching. Students participate in play lessons with interest, strive to win, and the teacher also educates the student through them.

The student believes that he can play, speak, listen, understand and write in English. Experience shows that in any game, regardless of the skills and age of the participants, they are right. Therefore, the following pedagogical and psychological issues must be addressed before applying the game in educational practice.

The use of flexible materials and operational plans help to individualize reading. It can be used at all stages of computer training: new materials, merging, repetition, knowledge management, skills and abilities can be used in the explanation. At the same time, for the child, it performs a variety of functions: teachers, tools, teaching aids, learning object, collaborative group, play environment, entertainment.

It helps to introduce new pedagogical technologies, for example: data and communication, computer and multimedia technologies are closely interrelated. Implementation of information technology creates the necessary conditions for the activation of the educational process in schools and higher education. Computer technology helps to reveal, preserve and develop students 'personal qualities.

MAIN SECTION

In higher education institutions, each subject has always used information technology (means of storing, processing and transmitting information) in their teaching process, while English has always been used in their activities; Improving their perfection will help increase efficiency. Therefore, the use of a computer as the most perfect source of information, using books, fountains, televisions, calculators, VCRs, and so on. Naturally, it leads to an improvement in the learning process. The development of computers and software has led to the simplicity of mastering their underdeveloped users, including preschoolers. In recent years, the issue of using innovative technologies has been on the rise. It's a waste

Collaboration, project methodology, modern pedagogical technologies using new information technologies, the use of new information technologies, Internet resources, taking into account the abilities of children, their level of education, their individualization will help increase the level of knowledge. The communication approach is a strategy that stimulates communication and focuses on a conscious understanding of the material and ways to communicate with them. It is not very difficult for a user to implement a communicative approach on the Internet. A question should arise for a utility task problem or discussion, and students can not only share information but also evaluate it. The main criterion that allows this approach to be distinguished from other types of activities is that students choose a language unit to express their opinions. It is better not to use the Internet in an alternative approach: its purpose is to learn a foreign language and to learn a foreign language by expanding their knowledge and experience. One of the main requirements for learning foreign languages using Internet resources is to create interactions in the so-called usual course in this interactive method. Interactivity is the organization, coordination, and complementarity of "achieving mutual goals and the outcome of speech resources".

Real language classes help in the formation of Internet skills and abilities, as well as a real interest in learning vocabulary and grammar and are therefore effective. Interactivity not only creates real-life situations, but also forces students to respond adequately through foreign languages.

One of the technologies that offers individual teaching is the method of these projects, which is a way to develop creativity, cognitive activity, independence. The typology of projects varies. In real practice, it has to deal with a variety of research, creative, practice-oriented, and mixed

projects where there are signs of information. Project work is a multi-level approach to learning reading, auditing, speaking, and grammar. The method of the project contributes greatly to the development of active independent thinking in students. I think project preparation teaches children to collaborate and collaborative training raises mutual support and creative skills.

At the same time, the essence of innovative English language learning is that the involvement of almost all students in the learning process increases the quality of the course by applying new pad technologies. For example, if we look at the following pad technologies. " Carousel "technology.

Like many innovative technologies, the carousel is borrowed. Kids do this kind of work, usually a lot. Two rings are formed: inner and outer. Still students facing the outside of the inner ring, from the outside rotating every 30 seconds. So they have time to talk for a few minutes and try to convince the interlocutor to their right.

Dialogues of a lauretic nature follow perfectly, the subject is acquaintance, nationality, conversation in a public place, and so on. The guys speak with excitement, the profession is dynamic and productive. "Theater" technology. Something like the spectrum you participate in as an audience, experts, critics and analysts. Several students play the situation in the circle, while the rest are observed and analyzed. The spectators 'appropriate mood, emotion, character, and the task of the audience is to tell their conclusions based on what they have followed.

Sociological Survey Technology

It involves moving through the account to gather information on a topic suggested during the children's movement. Each participant receives a list with a list of tasks. The teacher helps to shape the questions and answers, ensuring that the interaction starts in English.

"Unfinished Offer" technology. Children are invited to read the unfinished proposal and continue it with any word, this is the first thought that comes to mind. The offers start out very vague, so the guys have almost limitless possibilities to complete it. They apply to a variety of living spaces and can cover a wide range of topics.

"Group Story" technology. It is done in two ways. In the first method, each student adds one sentence to a story that has already begun. At a certain signal (after a minute) a sheet with an unfinished story is sent in conjunction. The second method is well suited for subject development.

The teacher asks questions in a certain order, each participant in the process writes an answer, no one can see it, and the neighbor helps. The movement takes place in a circle.

So, at the end, a few surprises are taken. """ Do you believe this ... "technology This type of language practice can be used on any topic. And the student is first invited to "trust" the teacher, then get acquainted with their statements within a specific topic.

"Brain Ring" technology. Very suitable for classes - the studied materials are universal assemblies. The content of the types can be completely different and these sections include dictionary, grammar, reading, listening and writing. This technology requires serious. Which includes: task writing, creating a presentation, thinking about attention questions, answers and answers, diplomas.

At the beginning of the game there is a selection of judges, a choice of participation for students. Each round lasts 3 minutes, after which the answers are submitted to the jury. The correctness of the answers will be checked and discussed after each round and then a number of questions will also be asked if the teams will bring extra points.

CONCLUSION

In other words, the use of innovative methods in English lessons develops students' logical thinking skills, fluency, and the ability to respond quickly and correctly. Such methods stimulate the student's desire for knowledge. The student strives to prepare thoroughly for the lessons. This makes students active actors in the learning process.

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