



# THE USE OF INNOVATIVE TECHNOLOGIES IN TEACHING ENGLISH

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## ABSTRACT

*This article deals with the most effective methods of teaching and learning foreign languages using modern technologies in secondary schools.*

**KEY WORDS:** *gaming technology, innovative methods, interactive methods, effectiveness of education, teaching methods.*

## DISCUSSION

Since our country gained independence, interest in learning foreign languages has increased, and many opportunities have been created for young people. As the first President Islam Karimov said, "Nowadays the country attaches great importance to the teaching of foreign languages. And this is no accident. There is no need to underestimate the importance of fluency in foreign languages for our countries, which seek to take their rightful place in the international community, and our people who are building a great future in solidarity with our foreign partners." As a logical continuation of these considerations, the Presidential Decree on Measures to Further Improve the Foreign Language Teaching System, dated December 10, 2012, expanded the possibilities for learning foreign languages.

Today, interactive games in schools are becoming a tradition. As you know, lesson-based learning enables students to demonstrate their abilities, to concentrate, to enhance their knowledge and skills, and to be strong.

The basis of using gaming technology is to activate and accelerate student activities.

Psychologists argue that the psychological mechanisms of play activities rely on the fundamental needs of self-expression, self-reliance, self-control, and self-realization.

At the heart of any game should be the principles and tactics that are generally accepted. Training games should be based on the learning subjects. During the game, the learner is more engaged and more comfortable with the lesson than the normal course.

It is worth noting that the game is the best way to teach. Pupils are enthusiastic about game lessons,

strive to win, and the teacher also provides instruction to the learner. The student believes that he can play, speak, listen, understand, and write.

Experience shows that in any game, participants are in a state of depression, regardless of their qualifications and age. Therefore, the following pedagogical and psychological issues need to be addressed before the game can be applied to educational practice. Each student should know the following as they prepare for the game:

the purpose of the game;

the function of the game;

the theme of the game;

to apply the skills and abilities of previous games to the next games.

We know that in the current educational process, there must be a student subject. Focusing on more interactive methods will increase the effectiveness of education. One of the most important requirements for English language classes is to teach independent thinking. Nowadays, English teachers use the following innovative methods, based on the experience of educators in the United States of America:

The use of this method to solve the problem is read by the beginning of the story, and it is addressed to students and students;

Teaching puzzles for Merry riddles is important for teaching English as they learn unfamiliar words and find answers;

Quick Answers help to improve the effectiveness of the lesson;

Warm-up exercises use different games in the classroom to encourage students to take lessons;



"Pantomime" can be used when a student is tired when he / she is in a classroom where they have to explain difficult subjects or when they have written exercises.

A chain story helps to enhance students' oral speech and memory;

Acting characters can be used in all types of lessons. Professionals such as Interpreter, Translator, Writer, and Poet can teach class and talk with students;

Thinkers meeting can invite "poets and writers" such as U. Shakespeare, A.Nawoi, R.Burns. When they use the words they have learned in the classroom, it will help them to grow up to be adults.

When Pictures speak, a more convenient way to teach English is to help students develop students' oral speech by using thematic images;

Quiz cards provide cards based on the number of students, and allow all students to attend classes at the same time, which saves time.

The purpose of these interactive games is to collaborate between the teacher and the student, the active role of the student in the learning process, and the main thing is to make the lesson interesting and memorable.

The use of graphic organizers in the learning process is one of the most important tools for covering the subject and delivering it to students. It is also possible to use several different graphic organizers to cover a topic. In teaching foreign languages, it is advisable to use graphic organizers to explain new words and grammar rules. Giving these through graphic organizers is also easy to remember. Using a variety of charts is also a good way to teach a foreign language. By using charts in the learning process, students can use certain grammatical rules, such as speeches to use time and place new words. In a time when there is a need for learning a foreign language, the effective use of modern information technology and innovative technologies in the learning process can make this process more effective.

In summary, the use of innovative teaching methods in English classes helps students develop logical thinking, fluency, and ability to respond quickly and correctly. Such methods and games stimulate the student to learn. The student strives to be well prepared for the lessons. This makes students the subjects of the educational process.

## REFERENCES

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