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## **ENGLISH LANGUAGE WITH COMMUNICATIVE TECHNOLOGIES**

*Annotation: This article will discuss the basic techniques educational technology for students to learn in the education process.*

*Key words: Education system, collective way of learning, presentations,*

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## **АНГЛИЙСКИЙ ЯЗЫК С КОММУНИКАТИВНЫМИ ТЕХНОЛОГИЯМИ**

*Аннотация: В данной статье будут обсуждаться основные приемы образовательных технологий для обучения студентов в процессе обучения.*

*Ключевые слова: система образования, коллективный способ обучения, презентации*

Modern manner of data and communication technologies make it feasible to enhance the performance and first-class of the educational process in its maximum diverse components, gambling a substantial function in shaping the new training machine, its dreams and content, the introduction of current instructional technologies. A collective way of getting to know is a generation in which all and sundry teaches each person. Children work in pairs, corporations, personally.

During the lesson on this generation, you want to interrupt the material into small separate finished passages. Pupils of a class can paintings each in a single organization, and in numerous, all of it relies upon on the range of college students in a class. The pleasant choice - in a group - 4-6 students. It is a fair wide variety of kids that makes it possible to completely paintings in pairs. Pre-

newcomers are given new fabric close to the lesson, divided into small, whole, significant passages that scholars need to study. The variety of passages ought to correspond to the variety of students within the institution. In agencies, respectively, the passages are the identical.

At the first stage of the lesson, youngsters take a look at the fabric, replacing the information studied: they work in dynamic pairs, inform their fabric to each institution member, this is, if there are 6 participants inside the group, then the pupil must inform his fabric 5 times.

At this time, youngsters are allowed to transport freely across the workplace, flow from one location to every other so as to alternate the interlocutor. At the following stage of the lesson, students can be invited to work in a group and remedy some problem. Tasks may be very distinct: locate errors, discover a pair and so forth. The subsequent step is for college kids to paintings for my part: draw up a plan of action, select up substances, and many others., After which speak their options in a group and choose the nice one from all of the proposed options. Of course, an integral level of this lesson is the definition of the lesson's theme, its goals, reflection, self-evaluation and mutual assessment. To do this, an assessment sheet should be evolved inside the lesson, needs all the degrees of the lesson and the assessment criteria for every of them may be traced. Information and communicate generation is used in the instructions of technology and brings to the lesson the brightness and originality.

Presentations and digital educational sources are nowadays an instantaneous assistant in engaging in a lesson. These are multimedia shows, movies, song, numerous Internet assets. All this turns on the cognitive hobby of college students, motivates to take a look at the challenge. Using a pc in a lesson, you can behavior checking out and questioning, broaden video games of diverse complexity and unique tasks for college students on the subject of the lesson the usage of numerous software program and Internet assets. The use of digital equipment in technology lessons presents the instructor with high

schooling for the lesson, the rational use of time in the lecture room due to the mobile provision of new lesson cloth, gives excessive motivation of college students to observe inside the challenge, the ability of several students to paintings on one challenge, hassle. Students have the opportunity to demonstrate their work enjoy, their achievements, both personally and whilst working in a set.

Problem training - is the contemporary degree of improvement of didactics and advanced pedagogical exercise. Problem education is referred to as because the corporation of the instructional process is primarily based on the principle of problemness, and the systematic solution of tutorial issues is a feature characteristic of this schooling. Problem situation and studying trouble are the primary principles of trouble-based totally mastering. The academic problem is understood as a reflection of the logical-psychological contradiction of the assimilation manner, which determines the course of intellectual seek, awakens an interest in exploring the essence of the unknown and ends in the assimilation of a new concept or new mode of movement.

There are two main capabilities of a gaining knowledge of hassle:

1. Determining the route of intellectual seek, this is, the pupil's interest in locating a way to clear up the trouble.
2. Formation of cognitive abilities, interest, motives of the pupil's interest in gaining knowledge of new expertise. For the teacher, it's miles a way of: handling the pupil's cognitive interest; the formation of his intellectual capabilities. In the pastime of the scholar, it serves as a stimulus for activating questioning, and the procedure of solving it's far a manner of turning expertise into perception. A problem state of affairs is a method of organizing problem-primarily based learning; it is the preliminary moment of wondering, which causes the cognitive need of the teaching and creates inner conditions for the energetic getting to know of new expertise and ways of working. The problem scenario may be exceptional. According to the contents of the unknown, hassle

situations are divided into: an unknown goal; unknown item of hobby; unknown manner of activity; unknown conditions for the implementation of activities. By type of records discrepancy: surprises; war; assumptions; denials; inconsistencies; uncertainties.

The idea of “gaming pedagogical technologies” includes a instead vast institution of techniques and techniques for organizing the pedagogical method inside the form of diverse pedagogical video games. In contrast to games, in trendy, a pedagogical sport has an important characteristic - a truly stated goal of schooling and a pedagogical result corresponding to it, which may be substantiated, singled out explicitly and are characterized with the aid of a cognitive orientation. The sport form of training is created with the aid of recreation motivation, which acts as a method of motivating and encouraging children to examine sports.

The implementation of gaming techniques and situations in the classroom is executed within the following major areas: the didactic intention is set for youngsters inside the shape of a game venture; instructional sports are concern to the rules of the sport; academic cloth is used as its approach; an element of opposition is brought into the mastering activity that converts a didactic mission right into a play; successful execution of the didactic challenge is associated with the game end result. The proximity and position of the gaming generation within the instructional method, the mixture of the factors of the sport and studying largely rely on the instructor’s expertise of the capabilities and the class of instructional video games. By the nature of the pedagogical procedure, the subsequent groups are distinguished: schooling, schooling, controlling and summarizing; cognitive, academic, developmental; reproductive, efficient, innovative; communicative, diagnostic, psycho technical, and many others. The gaming era specifics are largely determined through the gaming environment: there are games with gadgets and without items, computing device-printed; room, road, at the floor, laptop and with TSS, in addition to with numerous

means of transportation. Psychological mechanisms of gaming activity are based on the essential wishes of the individual in self-expression, self-confirmation, self-regulation, self-cognizance. The content material of children's video games develops consistently: the challenge pastime, the connection between people, the implementation of the policies of social conduct. Gaming generation is widely used in preschool age, as the sport is the main pastime in this era. By a position-playing recreation, the kid takes possession of the 1/3 year of lifestyles, turns into familiar with human relationships, begins to differentiate among the outside and internal factors of phenomena, discovers the presence of reviews and starts off evolved to orient himself in them.

To sum up, every technology is utilized in its personal way; it'll absolutely be a very good end result. How to use era and while to use it depends at the pedagogical skills of the instructor.

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