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APPLICATION OF INNOVATIVE TECHNOLOGIES IN ENGLISH LANGUAGE

Abstract: this article presents project technology, interactive learning, the use of electronic teaching aids and the use of computer presentations in teaching English.
Key words: innovative technologies in teaching children, trends in modern education.
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Introduction

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Knowledge of foreign languages today is not only a cultural, but also an economic need, a condition for successful human activity in various spheres of production and business. The communicative-speech and socio-cultural development of schoolchildren, the development of their abilities to use a foreign language as a communication tool in the" dialogue of cultures " help students to realize the role of a foreign language as a means of international communication. The trends of modern education, including students, force teachers to keep up with the times , to master new pedagogical technologies. According to the educational standard, English language teaching has two main goals: the development of foreign language communicative competence, which implies the development of speech, language, socio - cultural, educational and cognitive competencies; the development and education of the ability and readiness for independent and continuous learning of the English language: a) further self-education with the help of English in other areas of knowledge; b) the development of the ability to self-esteem through observation of one's own speech in the native and English languages; c) personal self-determination of students in relation to their future profession; d) formation of a citizen and a patriot. The set goals can

be realized with the use of all groups of educational technologies, including innovative ones.

The use of innovative technologies in teaching English. In accordance with the modern requirements for the education system and learning outcomes, the educational process is based on an activity-based approach, the use of interactive forms and methods of teaching, the proposed tasks have a personal meaning and are aimed at active speech development. Interactive learning methods are based on collaborative learning or learning in interaction. It should be noted that educational technologies are not used in isolation. There is an active process of their integration. The technology of integrated learning is fundamental in English classes. Integrated classes do not differ from traditional classes in types and forms. These are classes for the formation of skills and abilities, classes for their development, classes for their application in practice, and classes for control and verification. The difference is that all types and forms of integrated classes imply a fairly large information block in the lesson itself and independent work on solving a problem. Based on my experience, I can say that studying the material in small blocks does not lead to the formation of a knowledge system. The process of conscious, deep assimilation of the material slows down. Integrated learning technology allows you to make the process of learning English more effective. Here, this technology is implemented

through the use of various methods and forms of work. The main task of the teacher is to teach children the ability to independently extract the necessary information, analyze the knowledge obtained and apply it to solve new problems. To do this, I use several technologies described below in my work.

Some ideas that will help develop speech in English in the early years:

Show and say. Give children pets, toys, etc. show pictures of k and talk about them. "Say the names in English" do not try to describe them. and "why do you like this toy?" and encourage other children to ask questions that are of interest to them as well.

Sing songs. This is an important occupation, especially with infants and young children, because there is a very strong correlation between singing and early development of language. Singing with very young children helps them learn to distinguish sounds and recognize rhymes, as well as develop their vocabulary memory.

Roller games and reel games. It can be as complex or simple as you like; you can dress the children in the image of a hero and use them on the stage of the game (with the help of a fictitious plot, or maybe from a book), or you can encourage them to use dolls to tell a fairy tale, or simply encourage a direct role. Play by introducing a few props.

Interactive technologies. Interactive learning is a special form of organizing cognitive activities. It has very specific and predictable goals in mind. One of these goals is to create a comfortable learning environment, such that students feel their success, their intellectual competence, which makes the learning process itself productive. The essence of interactive learning is that the learning process is organized in this way. That almost all students are involved in the process of learning, they have the opportunity to understand and reflect on what they know and think. This is based on cooperation, mutual learning: student – teacher, student – student, while everyone is an equal, equivalent subject of learning. Interactive forms successfully solve the problems of active immersion of students in the language environment, inclusion in the development of

language material through practical activities, helps to increase motivation in learning English, the formation of the ability to solve it independently, the development of skills of independent work with educational material, teamwork, self-control. The educational process takes place in the constant interaction of all students and the teacher. Interactive technologies include active forms and methods, such as: competitive games, role-playing games, round tables, discussions, fantasy classes, carousels, aquariums.

Technology of learning in collaboration. From the first classes in the group, strong and weak students are identified, and in the future this division becomes more and more. A strong student quickly learns the material and does not make mistakes in completing tasks, which means that he has learned how to do it, and he does not need additional practice. At a time when the weak student still needs help and time, the strong student always wants to go forward. Collaborative learning technology helps solve this problem. According to this technology, it is assumed that children will be able to take care of weak students if they work in small groups and are responsible for everyone's success. It is cooperation, not competition, that lies at the heart of learning in collaboration. This also means that each student learns to the best of their abilities and therefore has a chance to be evaluated on an equal basis with others. If everyone expends the same effort to reach their level, it is only fair that their efforts be evaluated equally, provided that everyone has done what they could. Helping a friend, solving any problems together, sharing the joy of success or the bitterness of failure should be natural for every child.

The technology of cooperation solves one of the main tasks in the classroom - ensuring the active activity of each student throughout the lesson, maximizing the speaking time of each. Group interaction aimed at solving a learning task, to which everyone contributes, stimulates the activity of each student. This includes working in pairs with a constantly changing or constant interlocutor, small groups, and rotating (shift) trios.

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