

**NEW METHODOLOGIES IN TEACHING ENGLISH LANGUAGE IN
MODERN LIFE**

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Abstract

This article talks about the most effective methods of teaching English to students, the most important task of the educational process, Pedagogical (educational) technology, design and interactive teaching methods. given information.

Keywords: computer, radio, CD, DVD, CEFR.

After our country gained independence, interest in teaching foreign languages increased and many opportunities were created for young people. As our first president, Islam Karimov, said, "Currently, teaching foreign languages is given great importance in our country. This is certainly not for nothing. There is no need to overestimate the importance of perfect knowledge of foreign languages for our countries, which are striving to take their rightful place in the world community today, and for our people, who are building their great future in solidarity and cooperation with our foreign partners. As a logical continuation of these thoughts, the Presidential Decree "On measures to further improve the system of teaching foreign languages" adopted on December 10, 2012 expanded the opportunities for learning foreign languages.

Today, the importance of learning English in Uzbekistan is much higher than before. A number of English language experts are implementing new methods and ways of learning English. This will definitely increase the effectiveness of teaching foreign languages. Teaching using technology has several distinct advantages. In addition, it greatly increases the efficiency of the teaching system and, in turn, helps the language learner to keep up with the times and move forward. Technology is gradually replacing traditional teaching. Today, many new programs and shows that help to teach English are regularly broadcasted on television. It should also be noted that today new methods of using modern innovative technologies have been introduced in Uzbekistan to increase the

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effectiveness of teaching. For example, a student who is being taught a foreign language on the basis of multimedia had the opportunity to develop four skills and learn through interesting materials both by sight and hearing. In addition, the student can guess the meaning of some words by watching live actions and tries to understand it. Of course, the use of modern technologies of computer, radio, CD, DVD in any foreign language lessons will further advance the educational process and allow the young generation to learn foreign languages faster. The fact that some teachers do not know how to apply and do not use technologies during English lessons leads to some boredom of students. It is for this reason, that is, in order not to extinguish the enthusiasm of the learner, the use of technologies and at least the computer during the lesson ensures that the learner's interest increases. After all, educational materials prepared according to the learner's age, interest, ability, mastery of the lessons will definitely be effective. On the contrary, if we teachers do not choose educational materials based on these requirements, if we broadcast video films, songs or texts containing complex words to elementary school students or show them through multimedia and computers, then When we show educational materials consisting of very simple texts to the students of rta and higher classes or groups, the students' interest in learning the language gradually fades and they do not master the lessons. This, in turn, can lead to a decrease in grades, a loss of respect for the teacher in front of the students. So, it follows that the main task is not only to use technologies during the lesson, but also to know how to use them and to ensure that the use of technologies serves to increase the student's knowledge. According to the requirements of the current CEFR, i.e. the International European Education Standards, four competences: (writing, reading, listening, speaking) are conducted in English. it is important to use technologies effectively and appropriately during classes. For example, listening comprehension lessons have their own rules for playing audio texts. It is important that the main goal is for the learner to understand the audio material he is listening to and to be able to analyze it without difficulty. For this, first of all, it is necessary to prepare the environment for playing the audio material, in which the listeners should ensure a calm environment, and the teacher should pay attention to the quality of the audio being played and the sound amplifiers working well, and the exercises to be performed before and after the audio is played. it should be ready and students should be provided with handouts. After all the requirements are met, the teacher can start broadcasting the audio material to the students. It is played at least twice, otherwise language learners may not

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understand the topic and may not be able to perform the exercises correctly after listening to the audio material .

The most important task of the educational process is the student's personal interest. It is necessary to know which technologies should be used in the educational process to obtain the planned results. It is clear that the use of any specific educational technology, no matter how perfect, does not create the most effective conditions for the identification and development of students' skills.

Pedagogical (educational) technology is a well-thought-out model of educational and pedagogical activities combined with a comfortable environment for students and teachers to design, organize and conduct the educational process. Pedagogical technology includes the implementation of the fully controlled idea of the educational process. Modern educational technologies include:

- development;
- studying problems;
- multi-level education;
- system of collective education;
- technological study of inventive problems;
- research methods in teaching;
- project teaching methods;

Technology used in teaching game styles:

- role-playing, business and other types of educational games;
- cooperative education (community, group work);
- information and communication technologies;

When it comes to design and interactive teaching methods, their combination and integration is considered to be one of the most effective and efficient tools in the process of teaching English.

One of them is the project method. The project method is designed to develop a child's active independent thinking and teach him not only to memorize and reproduce knowledge, but also to apply it in practice. It is important that children learn to cooperate when working on a project, and cooperative education helps to strengthen mutual support, desire and ability, and students' creative abilities and activities are formed. The project method is a set of educational and knowledge techniques that allow solving certain problems as a result of the mandatory presentation of these results as a result of independent actions of students. The project method is an activity that allows students to express themselves independently, individually or in a group, to test their abilities, the teacher to

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apply his knowledge in practice, to show the results achieved by the public. This method involves solving interesting problems created by the students themselves. For example, "Why am I late for class today?" i.e. "Why am I late for class today?" the question is asked. In this way, students try to express their knowledge through a foreign language, and they do not repeat this situation by showing their trivial reasons to other students.

The design method as a pedagogical technology is a technology that includes a combination of research, research, and problem-solving methods. For students, the project is an opportunity to maximize their creative potential, and in principle, in order to solve the problem, students must have clear creative, intellectual and communicative skills. Therefore, the proper use of the project method requires extensive training, which is carried out in an integrated educational system.

Active or interactive methods involve the stimulation of cognitive activity and learner autonomy. Interactive methods are aimed at creating a comfortable learning environment where all students actively communicate with each other. The organization of interactive education includes the modeling of life situations, the use of role-playing games, the general solution of information based on the analysis of tasks and situations, the introduction of information flows into the mind, which causes its active activity. An integral part of interactive approaches are interactive exercises and tasks performed by students. The main differences between interactive exercises and usual work are that they are aimed not only at consolidating the learned material, but also at learning new things.

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