IMPROVING THE MECHANISM OF USING MODERN TECHNOLOGIES IN TEACHING ENGLISH LANGUAGE TO PRIMARY EDUCATION STUDENTS

Azimova Dildora Hayitboyevna
International NORDIC University
Master's degree in management of educational institutions
97-377-99-22. *azdil9393@gmail.com*

Abstract. This is it in the article, improvement of the mechanism of using modern technologies in teaching English to elementary school students, elementary in classe, especially the first in class to the students foreign languages in teaching o' of the student age, physiological, psychological features account get should be, multimedia technologies using sound cards to users own speeches writing get and after him of speakers pronunciations with to compare enable to give about information given

Key words: Multimedia, interactive, innovative, ICT, program, physiological, psychological, grammar, visual memory.

СОВЕРШЕНСТВОВАНИЕ МЕХАНИЗМА ИСПОЛЬЗОВАНИЯ СОВРЕМЕННЫХ ТЕХНОЛОГИЙ ПРИ ОБУЧЕНИИ АНГЛИЙСКОМУ ЯЗЫКУ УЧАЩИХСЯ НАЧАЛЬНЫХ ОБРАЗОВАНИЙ

Аннотация. В статье рассматривается совершенствование механизма использования современных технологий в обучении английскому языку учащихся младших классов, начальных классов, особенно первого в классе учащихся иностранных языков при обучении учащихся ученического возраста, физиологических, должны быть получены психологические характеристики учетной записи, мультимедийные технологии с использованием звуковых карт для записи собственных выступлений пользователей, а затем произношения говорящих для сравнения, позволяющие предоставить предоставленную информацию

Ключевые слова: Мультимедиа, интерактивная, инновационная, ИКТ, программная, физиологическая, психологическая, грамматика, зрительная память.

INTRODUCTION.

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.

REFERENCES AND METHODOLOGY

Get started in classes, especially the first in class to the students foreign languages in teaching o ' of the student age, physiological, psychological features account get need As noted in

the decision, implementation of foreign language teaching in the form of game-style lessons and oral speech lessons in the first grades is really appropriate for younger students. The use of game technologies in education is one of the most effective tools. During the game, their thinking, outlook, and thinking will expand. Scientists believe that a game-based approach to education facilitates the learning process. It not only makes it easier, but also increases the interest in this subject and encourages the child to acquire deep knowledge. Game-style lessons help children develop their oral language. First graders really like different visuals with pictures or videos.

Games should be regularly used to develop their speech through different colored pictures.

For example, What is this?, Who is this?, Who knows the most words? games like During the game, it is necessary to encourage children to remember words and pronounce them correctly.

Depending on the growth of children's vocabulary, it is important to organize other types of games and various competitions. At first, children can perform exercises on such topics as "Fruit Names", "Occupations", "Home Appliances" with the help of games. Then, if they are shown in harmony with the colorful images on the computer, the speech of the students will develop and the range of attitude to the environment will expand. At the stage of displaying a new topic, words and pictures will appear on the screen. Students will be able to listen to the words and pronounce them. It is necessary to pay attention to the principle of individualization of education when presenting the subject with the help of a computer. Some students find it difficult to accept the graphic image of the word, and some have difficulty with the sound image.

RESULT AND DISCUSSION.

Language learning also depends on age. According to psychologists, children learn language faster and easier than adults. The main reasons for this are the natural tendency of children to learn languages, the fact that they have a strong ability to imitate, and the fact that children have more time than adults. It should be noted that 6-7-year-old children do not understand the meaning of information, but memorize it mechanically. Therefore, it is necessary not to start teaching English to elementary school students with grammatical concepts. Otherwise, from the first step of teaching a foreign language, it is possible to strain the child and extinguish his interest.

Therefore, we teachers should use interactive, innovative and interesting methods to make our lessons meaningful. We know that introducing modern information and communication technologies into the educational process, using them purposefully and correctly, thereby increasing student's interest in foreign languages and improving teaching efficiency is the most important issue. Today, there are various methods in the field of education. We should use them in the course of the lesson in order to cover a new topic and increase their interest.

It is known that in recent years, a new era has begun in the teaching of foreign languages in the public education system of our country, the requirements and methodology have changed.

It requires the use of advanced pedagogical technologies, interactive, innovative methods.

This is confirmed by the fact that English is taught in schools from the 1st grade. It takes a lot of work from teachers to increase the interest of children who are hungry for knowledge in language learning, to introduce them to the rich world of English. Of course, in this regard, organizing classes based on various interactive games increases their enthusiasm, activates passive

students, and creates an environment of mutual teamwork as well as competition among students in the classroom.

The Internet is a global international network that allows searching for necessary information, using information from various information sources. There are many e-learning programs for learning a foreign language. In the process of teaching a foreign language, the use of relevant information via e-mail is also very popular. Multimedia technologies make it possible to listen to speech in a foreign language, which also makes it possible to separate words into words and compare the pronunciation and spelling of words. It is also possible to record the spoken word or phrase of the learner for later review and correction.

Using multimedia technology, sound cards allow users to record their speech and then compare it with the pronunciation of other speakers. The graphics capabilities of computers can represent any type of activity in the form of pictures or animations. This is especially important when learning new vocabulary. The use of ICT in grammar lessons is very useful in learning any subject. Properly placed material, successfully used color design, use of charts and tables will help teachers to conduct their lessons in a more interesting and colorful way. In addition, it can be more interesting to control the level of grammar skills learned with the help of ICT.

We provide information about useful programs and interesting games for children. We pedagogues must communicate with parents. If parents also create conditions for their children's education at home, we will be more effective in working with children. We should remind the parents that when giving the child information media, use programs that are useful for them, or if the child feels bored, it is useful for him, i.e. cartoons in English or English language. it is recommended to use a variety of entertainment TV programs.

We can also use entertainment programs for children in our classes.

Hello Kids English Alphabet. English alphabet, counting, colors Uzbek-English book for children. This program is the English version of "Hello Baby", a useful program for learning the English alphabet, numbers, colors, animals, birds and flags. This program is made in pure English accent. Our students should develop their English language from a young age. This Uzbek program is in the form of the English alphabet, and other additional (counting, animals, colors, birds, flags) textbook. Very convenient for children.[1]

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[1] https://apkpure.com/bolalar-uchun-hello-kids-english-alifbo/com.dexqon.hellokids

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Duolingo is English for kids in a playful way. The British Council has these lovely cards

On this site you will find materials for preschool and elementary school students: songs, short stories, videos, games, exercises, and more. All of them are well designed. For example, if you open a video, it will not be just a video page (which everyone has seen), but a whole set of tasks: first, an exercise where you have to match words and a picture, then a video, then a test , also a pdf is attached to the video - files for printing - text from the video, tasks and answers.

1. Listen and watch videos and exercises for them. Songs are highlighted in a separate subtitle.

2. Reading and writing - short reading texts and simple writing exercises (for example, sign a picture).

3. Speak and write – video and text materials, pronunciation exercises (reading rules) and spelling.

4. Grammar and vocabulary - video lessons (sketches), grammar exercises and games. The rules are explained very simply.

5. Fun and games - mini-games for learning English.

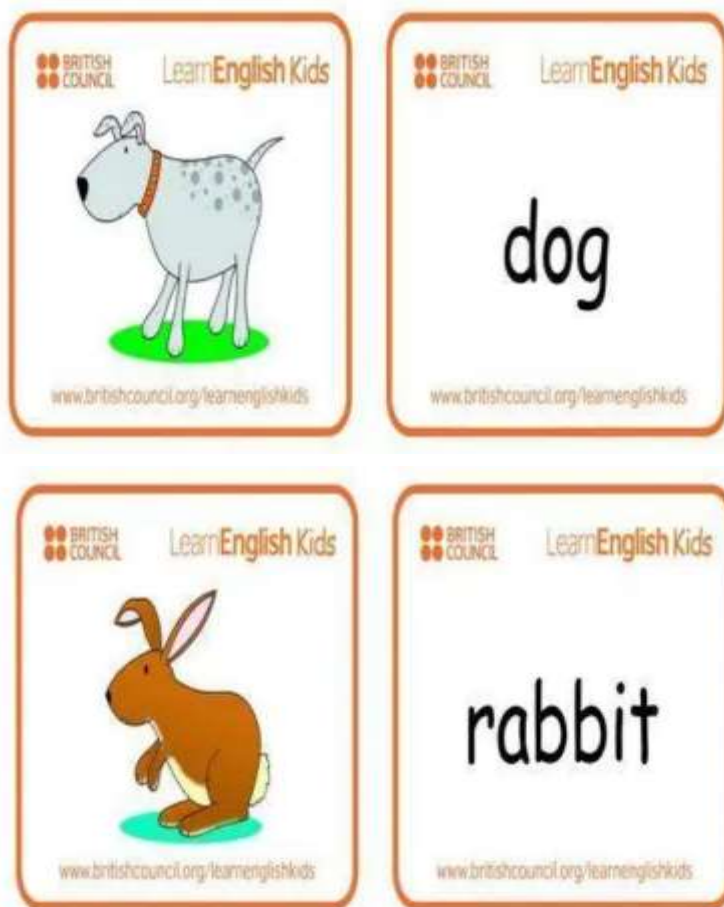6. Print and create - printed materials: vocabulary cards, coloring books, mini-worksheets (worksheets), etc.

7. Parents - articles for parents, useful advice section on helping children learn English. Includes video lessons where teachers explain how to play educational games with young children.

We pedagogues can set different days as fun days for children. For example, if our class is on Friday, we will CINEMATIME on Friday we define as And we release various English language movies and cartoons for kids on those days.

Where can we find cartoons in English?

There are many educational cartoons in English. Sketches, dialogues, new words are explained, etc. Where to find them:

• On YouTube- Youtube is full of such cartoons, it will not be difficult to find them. For example, here is a collection of educational cartoons about Gogo the dragon and his friends . In this series for children, simple words and phrases are presented in small stories about the adventures of a funny dragon.

- In the English conversation app for kids, this is not a tutorial, but simply a collection of YouTube videos, conveniently sorted for reference. The same cartoons about Gogo the dragon and others. The app is available on Android.

- About Lingualeo. In the "Materials" section there is a topic "For Children" that contains such cartoons. The disadvantage is that they are collected randomly, the plus is the presence of convenient subtitles with a translation that appears when clicked.

In addition to educational cartoons, there are cartoons that you can simply watch without translation. But this is definitely a more difficult task. They can be found in Puzzle Movies (Puzzle English section with series) - in addition to TV shows and series, this service also has cartoons.

Songs

Learning songs are one of the best ways to teach English to young children. Fun music quickly attracts children's attention and activates auditory memory. Thus, children learn English vocabulary easily and quickly while having fun.

It is also very effective to include videos with songs for children. A vivid video sequence depicting the plot of the song attracts even more attention and helps to add visual memory to the piece. And after a few sessions, continue to play the songs independently with your child. You can also add or play funny dances with images of animals that are discussed in the song.

In general, such interesting lessons form the following skills in children:[2]

- Interest in learning foreign languages;
- Knowledge of English words;
- Ability to hear English speech;
- The ability to speak independently (repeating memorized phrases).
- And, of course, children improve their memory and the general development of the mind.

When teaching a foreign language, taking into account the psychological characteristics of young students, I call it "active methods of training" (AMO), "social-psychological training" or "group psychotherapy" in foreign psychology [3].

The basis of AMO is the interaction of active groups, at the center of which is free expression and self-discovery. The effectiveness of such training is higher than individual.

The use of AMO in the lesson, firstly, increases the willingness of students to cooperate and discover, to strengthen with a group, and secondly, to develop creative activity, as well as to

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[2]https://kadet-mvd.ru/uz/castaneda-carlos/uchit-angliiskii-yazyk-dlya-detei-angliiskii-malysham-s-chego-nachat-obuchenie.html
[3] https://greshki.ru/uz/accounting/izuchaem-angliiskii-uroki-dlya-detei-angliiskii-dlya-detei-kogda-i.html

regulate their own behavior and to influence others. In addition, the recorded phenomena are characteristic of most of the participants of such training and proceed very rapidly in a relatively short period of time.

Therefore, the main form of teaching a foreign language to young children is a game.

Communication in a foreign language is always a convention, always "as if", and the more clearly the terms of the game and its laws are observed here, the more effective the communication in a foreign language will be.

A game for a child is an interesting, surprising communication with a teacher and peers, in which certain types of statements are determined by the internal needs of the game. Of course, not every game is suitable for this purpose. We can formulate the following requirements for the game as a learning technique.

- mandatory awareness of the result of the game by children. Such a result can be the creation of unusually funny or fantastic images with the help of words: flying objects, talking animals, etc.;

- children's knowledge of the rules, following them will help to achieve this result;

- each child's ability to choose a specific action in the game, which provides individual activity in the form of a team game. (For example, when performing the task of feeding someone, each child offers his "product", his "food": Do you like milk?", "Do you like sweets?", etc.).

I don't always use a grading system when teaching younger learners. I think the rules of the game are such that a mistake in a speech act leads to a defeat in the game.

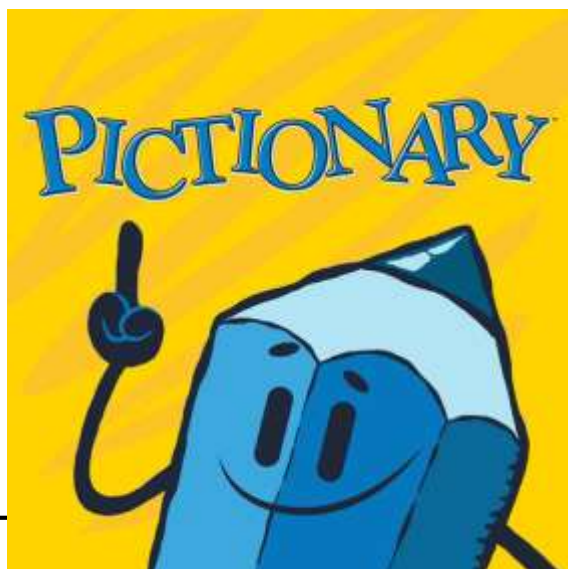I will touch on some types of games that I use at different stages of the lesson.

The lesson always begins with a phonetic exercise, because the functioning of the speech apparatus within the studied language is very important, since each language has its own articulation, its own system of sounds. I try to spend it in an interesting way, for this I use counting rhymes, imitation songs, often fairy-tale characters visit children and conduct phonetic exercises for them, for example: He collected seashells on the seashore sells The shells he sells are sea shells, I believe.

The whole class with the teacher repeats this tongue twister at a different speed: fast, slow, emphasizing the sounds [s] and [S].

We also try to play at the stage of presenting new material. So, while studying the theme of "Family", the guys come across a very funny "Cat Family". Looking at this "family", we create a fairy tale about cats, give names to all family members, and new vocabulary on the topic is easily and happily mastered.

I use the game again to consolidate and control knowledge. These games are: "Bingo-Spell", "Wordsalad" and others (these and other games are listed at the end of the article).

PICTIONARY is a drawing game that most English language learners know. For this game we use a regular board or a white magnetic

board. We will divide the class into two groups and for each team we will draw a table on one side of the board and write down the scores of the teams here, the groups will choose a name for themselves. Then one student from each group goes up to the board, chooses one of the upside-down words and draws it on the board, and the others find it. The first team to find the word gets a point.

OBJECTS is a fun game that tests students' memory and vocabulary. The more we increase our vocabulary, the better our English speaking skills will be. Terms of the game: we use the blackboard and 15 objects located in the classroom. We put all the items on the table, call all the students and tell them to look at the items on the table, then we cover all the items with something. Then we ask the students to write the 15 things they remember on paper or in their notebooks in English. After 2-3 minutes, the teacher writes the names of objects on the board, and the students can check the names of the objects they wrote. The student who writes the most correctly is the winner.

BACK TO BACK --- this game sharpens the reader's memory and develops listening skills. We put the colorful pictures on the table with the left side, we take two students to the board and ask one of them to choose the pictures, without showing the second student, they sit on two opposite chairs. The child holding the picture says in a riddle what is depicted in it, and the second student writes down the words heard. The student will be the winner if he writes down what he heard clearly and accurately. This game is also great fun for upper grades.

CONCLUSION.

According to psychologists, the psychological mechanisms of playful activity rely on the fundamental needs of a person to express himself, find a stable place in life, self-control, and realize his potential. Any game should be based on generally accepted educational principles and tactics. Educational games should be based on educational subjects.

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