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IMPROVE LANGUAGE LEARNING WITH TECHNOLOGY

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Annotation. *Why technology? Why should we choose technology to enhance our education system. The answer is we all live in a world in which technology occupies every aspect of our lives.*

While controlling our every step, technology brings ease, keeping pace with the world, modernity and speed while managing people's life and work.

In the field of education, technology serves as exposure target language, accessing information, creating community and plan B.

Below, you will get acquainted with other conveniences of technology and the opinion and comments of several scientists and teachers about it.

Аннотация. Почему технологии? Почему мы должны выбирать технологии для улучшения нашей системы образования? Ответ таков: мы все живем в мире, в котором технологии занимают каждый аспект нашей жизни.

Контролируя каждый наш шаг, технологии приносят легкость, идут в ногу с миром, современность и скорость, управляя жизнью и работой людей.

В сфере образования технологии служат целевым языком воздействия, доступа к информации, создания сообщества и плана Б.

Ниже вы познакомитесь с другими удобствами технологии, а также с мнением и комментариями о ней ряда ученых и преподавателей.

Key words: technology, teaching, plan, language, beginners, skills, game, online, teachers, students.

Ключевые слова: технология, обучение, план, язык, новички, навыки, игра, онлайн, преподаватели, ученики.

Some researchers report that 92 percent of teachers understand the impact of technology on education.[3] This means that 92 percent of teachers can apply technology and internet for their lessons and can go through with it. Nowadays many teachers are trying to be part of this percentage, this is to say they are improving their own social and technological knowledge. They know online games, videos and presentations can make vivid their lessons. Instead of long, boring lectures, reading and translation black and white papers students want to see more colorful, alive, and interesting materials. They are staying with their phones and laptops everywhere and every time that's why it is easy to gather their attention with screens in classroom. However, materials, videos, texts, and contents which we are showing during our classes should be appropriate for their level, age and of course educational. Some contents on the internet are unreliable as long as some kind of oil company or car industry staffs can access to create their texts freely about any kind of theme. This means they can write something personal about education and other fields of system and distract people's mind. Teachers must always know how to check the reliability of the network materials before using them.

One of the fundamental components of the United Nations' sustainable development 2030 agenda is quality education. It aims to ensure inclusive and equitable quality education for all. Digital technologies have emerged as an essential tool to achieve this goal. These technologies are simple to detect emissions sources, prevent additional damage through improved energy efficiency and lower-carbon alternatives to fossil fuels, and even remove surplus greenhouse gases from the environment. Digital technologies strive to decrease or eliminate pollution and waste while increasing production and efficiency. These technologies have shown a powerful impact on the education system. The recent COVID-19 Pandemic has further institutionalized the applications of digital technologies in education. These digital technologies have made a paradigm shift in the entire education system. It is not only a knowledge provider but also a co-creator of information, a mentor, and an assessor. Technological improvements in education have made life easier for students. Instead of using pen and paper, students nowadays use various software and tools

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[3] School of Education American university Washington D.C BuiltIn

to create presentations and projects. When compared to a stack of notebooks, an iPad is relatively light. When opposed to a weighty book, surfing an E-book is easier. These methods aid in increasing interest in research. This paper is brief about the need for digital technologies in education and discusses major applications and challenges in education.[4]

As an English teacher of high classes I always enlighten my lessons with a big screen in my room. In the review parts, after long grammatical exercises and paper exams we can have some break and play online games or watch some video lessons from other teachers. One of the useful games for class is Kahoot. My students always love this game. I can create or use the ready Kahoot games. I can choose the game according to my lesson topic. All we need are some phones for per group or every student to play this game. They can play as a group or individual. If you are lucky to access laptops or tablets for each student, this game will be super useful and interesting. Another one is Jeopardy labs also similar with Kahoot, but this one is played in groups. Only teacher control the board and students just observe and find the correct answers to given questions and collect the scores. My students try to be more active and concentrative during the games to collect points and win. At the end of the lesson, I give marks to them according to their team or individual scores.

As you see, we can use the technology and internet not only to scroll in social media and write down useless comments for such kinds of trends but also to improve quality of lessons in schools and encourage students to learn and observe new languages and skills.

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[4] Sustainable Operations and Computers, Volume 3, 2022, Pages 275-285