

Ta'limning zamonaviy transformatsiyasi
USING DIGITAL TOOLS IN TEACHING A FOREIGN LANGUAGE

Juraeva Sevara Kakhramanovna

Tashkent University of Applied Sciences

English teacher of the department "Languages"

juraevasevara90@gmail.com (94) 6873700

Key words: *digital tools, digital learning, foreign language teaching.*

At present, the educational process requires not only traditional approaches to learning, but also unique methods of teaching students. The age of technology allows professors come up with great ideas using digital tools, especially when teaching foreign languages.

The use of an electronic board in the educational process is one of the most striking examples of how digital tools fuel student enthusiasm mastering complex topics, for example, when reading foreign literature that is not adapted for people for whom this book not written in their native language. Broadcasting presentations, reports, curricula, students who are good at visual learning, according to the typology for the most effective teaching methods can achieve outstanding success in learning almost any aspect of the language. Psychologist Richard E. Meyer is the author of a study on the study of educational materials using multimedia, based on a model of information processing in the brain. He declared: "Multimedia about the principle that learning from words and images is more effective than learning from words alone."

For the process of teaching foreign languages, such types of visualization as linguistic (verbal-speech) and non-linguistic (subject-pictorial) are considered important. The central place is occupied by linguistic visibility, which

exists in speech patterns, grammar rules and schemes, lexical units, in graphic and auditory texts, as well as video films. It is based on the norms of the

use of language, on its authentic exemplary character and, as seen from the previous enumeration, can be expressed in different forms - visual and auditory.

Moreover, students can deepen their knowledge on topics and actively think, use previously acquired vocabulary. for the formation of a worldview, the implementation of synthesis, analysis, generalization, conclusions that contribute to filling gaps in their minds across various unknown language aspects.

Non-linguistic visualization often accompanies (reinforces) the perception of linguistic visualization and is represented by in pictures, objects, actions, diagrams and is directly related to visual perception. It is important that different types of visualization were presented in a complex.

Taking into account the possibilities of computer visualization of information, the process of presenting linguistic and, to a greater extent, degree, non-linguistic visibility acquires new methodological and instrumental solutions. As noted, G.O. Astvatsurov: "The technology of visualization of educational information involves skillful handling of the main elements of the visual image: point, line, shape, direction, tone, color, structure, size, scale, movement" [1, p. 25].

Summarizing, the use of an interactive whiteboard in the classroom contributes to the mobilization of mental activity students, introducing novelty into the educational process of learning foreign languages, increasing interest in the lesson, increasing the possibility of involuntary memorization of material, taking into account personal characteristics of information perception, highlighting the main thing in the material and its systematization.

Secondly, the use of video games in teaching foreign languages has been successful since games have become more complex. and have become an alternative reality for gamers. Switching game settings to a foreign language can make it easier further process of language learning.

The gaming industry is incredibly huge - now it more than the music industry or the box office¹⁴⁶ Pedagogy "Young Scientist». No. 9 (404). March 2022 films. There are many different games and applications, from puzzles and quizzes to action games and novels. One popular application is Dubsplash, where

people record their singing in English to a pop song. It helps in providing knowledge in an entertaining way. This reduces the load on the brain from the constant daily consumption of information and simplifies the study of languages.

Games open access to another world, usually protected from the effects of the "real" world. They give players the freedom and control to create new personalities and interact with both the environment and other people. in new and unexpected ways [2]. They can also create a sense of fun and enjoyment by relieving some of your stress. and pressures that are often associated with formal education, and allowing students to participate in play activities in a relaxed and carefree manner. Moreover, from the point of view games, making mistakes is not only seen as an integral aspect of many games, but also as an opportunity to improve master the intricacies of language learning when the screen pops up failure inscription. Finally, games benefit both adults, language learners and younger age groups.

It is worth mentioning the software that professors can use during educational interaction with students. Software Developers do not stop and continue to make breakthroughs in the field of education. A digital tool called Pilton challenges the conventional wisdom for developing children's thought processes when they have to come up with stories. This platform has a positive effect on visual thinking and creativity of students. Thus, they remain involved in the educational process. By using with this method, students of all ages can create comics. This activity can be both educational and entertaining.

Prezi - digital creation software interactive presentations. According to research, Prezi's innovative way helps you create presentations – by scaling up leads to more efficient, compelling, actionable and engaging presentations, which contributes to a better understanding of the information. In addition, it allows students to use the online translation mode. When a presentation is made in a foreign language, students can click on the text and find the correct equivalent of the word in your own language.

However, teachers face challenges in integrating digital tools into the learning process. Some technologies are unreliable and can easily fail during important tests. This can discourage teachers from using technology as often as they would like. This is exacerbated by the fact that if these teachers work in schools, they encounter classes of students who, at least, at first glance, may seem more competent in digital technologies than their teachers. Thus, students can challenge their teachers in a way that the latter will refuse to use technologies that could potentially make such a difference to what happens in the class. Although Rome was not built in a day, teachers will soon be able to adapt to new trends more quickly.

Summing up, we can say that the use of digital tools in teaching a foreign language is necessary and efficient. Moreover, it creates an important connection between professors and students. By sharing knowledge, teachers recognize the importance of the right approach to their students, because they were born in the age of technology, which today are rapidly modernizing. Digital instruments are important to integrate into the process of learning languages, because they positively influence how our brain perceives information.

Literature:

1. Believe, L. A. Interactive means of teaching a foreign language. Interactive whiteboard: textbook for universities / L. A. Believe. - Moscow: Buryat Publishing House, 2022. - 157 p. - (Higher education).
2. Larissa, Albano Using games in the classroom / Albano Larissa. — Text: electronic // Teaching English: [website]. — URL: <https://www.teachingenglish.org.uk/blogs/larissa84/larissa-albano-using-games-classroom>
3. Harry, Mottram Advantages and Disadvantages of Technology in Education / Mottram Harry. — Text: electronic // Future of working: [website]. — URL: <https://futureofworking.com/10-advantages-and-disadvantages-of-technology-in-education>