INTERACTIVE METHODS OF TEACHING ENGLISH

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Tayanch so'zlar: interaktiv ta'lim, interaktiv tadbirlar, standart darslar, munozara, ma'lumot almashish, o'rganish modellari, faol o'zaro ta'sir, individual hissa, o'zaro qo'llab-quvvatlash, tanqidiy fikrlash.

Ключевые слова: интерактивное обучение, интерактивные мероприятия, стандартные уроки, дискуссия, обмен информацией, модели обучения, активное взаимодействие, индивидуальный вклад, взаимная поддержка, критическое мышление.

Key words: interactive learning, interactive activities, standard lessons, discussion, exchange information, learning models, active interaction, individual contribution, mutual support, think critically.

Introduction. Interactive learning technologies refer to an organized educational approach wherein all participants collaborate in a collective, supportive manner, emphasizing interaction among all engaged parties. Interactive English teaching methods not only facilitate the exchange of information but also nurture practical communication skills in the target language, aiding students in formulating thoughts, responding swiftly, and engaging with their interlocutors' remarks. These lessons transform the teacher from a mere leader to a supportive guide who can provide prompt assistance, offer corrections, and facilitate learning effectively. The integration of interactive English teaching methods notably expedites the language acquisition process.

In pedagogy, various learning models exist, including:

1) Passive - where the student is a passive recipient of knowledge (listening and observing).

2) Active - where the student takes an active role in learning (independent tasks and creative assignments).

3) Interactive - deriving from «inter» (mutual) and «act» (action). This model involves continuous, active interaction among all participants, with both students and teachers holding equal educational roles.

The interactive learning model incorporates real-life scenarios, role-playing activities, and collaborative problem-solving tasks. This approach ensures that no single participant or idea dominates the educational process, instilling a humane and democratic ethos within the learning environment.

Main part: Interactive learning centers around engaging students in the educational process, encouraging them to comprehend and contemplate their knowledge and thoughts actively. Collaborative efforts among students during the learning process involve each individual making their unique contributions through the exchange of knowledge, ideas, and approaches. This dynamic occurs in an environment of goodwill and mutual support, fostering not only the acquisition of new knowledge but also enhancing cognitive activity, transitioning it into more advanced forms of collaboration and partnership.

Interactive activities during lessons focus on fostering dialogue communication, cultivating mutual understanding, interaction, and the joint resolution of shared, yet personally significant tasks. Through interactive learning, students cultivate critical thinking skills, tackle complex problems by analyzing circumstances and relevant information, consider diverse viewpoints, make informed decisions, engage in discussions, and communicate effectively with others. This is achieved through individual, group, and collaborative work in lessons, involvement in research projects, utilization of role-playing games, analysis of documents and various information sources, and engagement in creative endeavors.

Within the educational process, different aspects can be identified, such as the substantive (what to teach), procedural (how to teach), motivational (how to engage students actively), and organizational (structuring the activities of both teacher and students) dimensions. Each facet encompasses diverse concepts: meaningful generalization, integration of educational material, procedural methods like problem-based or interactive learning, motivational aspects like stimulating cognitive interests, and organizational strategies such as humanistic pedagogy or collaborative pedagogy.

Interactive learning concepts and technologies are anchored in the notion of interaction, where interpersonal cognitive communication and interaction among all participants are central. The cultivation of students' individuality and personality development thrives in communication and interaction scenarios, with educational games often serving as an effective model. Researchers like M.V. Klarin and Y.S. Tyunnikov have explored the educational potential of games, which

not only aid in reinforcing learning outcomes but also promote their application, development, and honing, encompassing individual differences and engaging students of varying proficiency levels. Educational games additionally hold the power to evoke strong emotional and personal responses, shape communicative skills, and foster value-based relationships, thereby playing a significant role in nurturing students' individual and personal qualities.

Research methodology. The swift advancement of contemporary society necessitates students to rapidly grasp and comprehend materials, particularly in the case of foreign languages. Nowadays, proficiency in at least one foreign language has become a crucial requirement for a professional in their field. Hence, it is essential to focus on the effectiveness and quality of foreign language learning processes. Interactive methods have proven to be the most efficient ways of language acquisition. This article aims to elucidate the vital role of interactive teaching methods in English education. In pursuit of this goal, the article sets out specific tasks: to outline the primary interactive approaches and provide instances of their application. The term «interactive» denotes collaboration and mutual influence among individuals. It involves dialogue and conversation, emphasizing interaction between students and instructors, as well as among students exclusively. Active student participation is crucial for the effectiveness of these methods. Interactive learning strives to create an environment that engenders the active involvement of all students, enabling them to comprehend, influence each other, and contribute to the learning process, fostering a supportive and amicable atmosphere. Commonly used interactive methods include role plays, brainstorming, case studies, presentations, and discussions, which enhance communicative skills, critical thinking, and various intellectual activities like analysis, synthesis, comparison, and generalization. These student-centered methods are particularly suitable for engaging students more effectively in the acquisition of knowledge, skills, and strategies. Role plays, for instance, enhance the educational process at universities, strengthen interdisciplinary links, bridge theory with practical professional demands, and cultivate essential skills for future specialists. Role playing is essential as it allows students to cultivate skills that are challenging to acquire through traditional learning settings. Role plays can be categorized as scripted or non-scripted, with each serving different educational purposes. For instance, a scripted role play sourced from a textbook can serve as a warm-up activity for students to practice conversational language by assuming different roles. Non-scripted role plays, on the other hand, require students to improvise based on their knowledge. Furthermore, brainstorming is an

engaging interactive method that promotes critical thinking and idea generation for problem-solving.

The primary benefits of this technique (when utilized correctly) include the feelings of liberation experienced by students – the elimination of language barriers, the absence of fear of making mistakes, the shedding of inhibitions, and so forth. Brainstorming nurtures creative and associative thinking, initiative, the capacity to generate a multitude of ideas within a restricted time frame, and the ability to articulate personal viewpoints. When correctly applied, the brainstorming method can unlock the potential for innovative and lively class activities. Here are a couple of brainstorming activity ideas:

- Multi-purpose Items: Initially, the teacher provides a random object to the class. Subsequently, students are given a few minutes to brainstorm various uses for that item. After about five or six minutes, students share their ideas with the class. For instance, a fork can be used for eating, combing hair, opening cans, stirring ingredients, cleaning pans, and more. This exercise stimulates creativity and is enjoyable to witness the diverse ideas the students generate.

- Talking Time bomb: The teacher initiates a topic or theme. As music plays, students must rapidly generate words related to that topic. A student starts by saying a word and then passes an object (such as a ball) to another student. The process continues without repetition until the music stops, at which point the student holding the object must undertake a given challenge, for instance, speaking for a minute about a specified subject.

Another engaging interactive technique for educators is the case study method. This approach involves presenting students with a specific problem, called a case study, to analyze. Case studies allow students to:

1) Learn by Doing: Students can experience decision-making in realistic scenarios without actual repercussions.

2) Enhance Questioning Ability: Develops students' capacity to ask pertinent questions in problem-solving situations.

3) Expose to Diverse Scenarios: Provides exposure to a variety of industries, organizational structures, and managerial levels, fostering adaptability and confidence in managing different tasks.

4) Solidify Management Theory Grasp: Bridges theoretical knowledge with practical examples from real-world business dilemmas.

5) Simulate Real Decision-Making: Challenges students to make informed decisions amid uncertainties, mirroring real managerial challenges.

6) Enhance Communication Skills: Promotes understanding and consideration of diverse viewpoints within a team, enhancing interpersonal and communication skills.

7) Integrate Management Concepts: Demonstrates the amalgamation of theoretical concepts across various functional areas like marketing and finance in real-life decision-making.

These are just a few examples of the activities that can be integrated into general English courses, providing students with practical, engaging, and interactive learning experiences that enhance their language skills and critical thinking abilities.

- Selecting a restaurant suitable for individuals with diverse dietary preferences;
- Organizing a cost-effective vacation for a group or family to a specific destination;
- Providing guidance on reducing plastic waste in everyday life;
- Recommending strategies for adopting a healthier lifestyle;
- Arranging an intercultural celebration;
- Assessing the effectiveness of a promotional brochure;
- Evaluating rental offers for apartments.

Conclusion. So, we can deduce that an interactive class is an ad-hoc educational session characterized by a non-traditional format. Notably, certain class types previously categorized as supplementary, extracurricular, or outside the regular curriculum now fall under the interactive lesson umbrella, with their names hinting at their aims, objectives, and instructional approaches. It becomes evident that students participating in interactive classes are attentive and industrious. In summary, following the presentation of the aforementioned techniques, it can be inferred that interactive teaching methods play a vital role in enhancing the English learning process. These methods aim to instill motivational mechanisms and improve the effectiveness of English language education. The benefits of incorporating interactive techniques into students' learning experiences include closely simulating real-world professional settings, fostering student autonomy, encouraging decision-making within a creative competitive environment, enhancing spontaneous speaking skills, developing students' organizational abilities, and bridging the divide between language study and practical application.

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РЕЗЮМЕ

Ushbu maqolada interaktiv ta’lim, o’qituvchilar va talabalarning faol ishtirokini o’z ichiga olgan zamonaviy ta’lim yondashuvi ko’rib chiqiladi. Hozirgi vaqtda interaktiv o’qitish usullari maktablar, universitetlar, kurslar va treninglar kabi turli xil ta’lim muassasalarida nafaqat bilim olishda, balki o’quvchilarning shaxsiy ko’nikmalari va xarakter xususiyatlarini rivojlantirishda ham ajoyib samaradorligi tufayli keng qo’llanilmoqda. Muhim jihatlardan biri interaktiv o’qitish usullarining ko’p qirraliligi bo’lib, ular turli xil ta’lim shakllarida, jumladan, yuzma-yuz mashg’ulotlar, guruh mashg’ulotlari, onlayn platformalar va hatto telekommunikatsiyalar orqali amalga oshirilishi mumkin.

РЕЗЮМЕ

В этой статье рассматривается интерактивное обучение, современный образовательный подход, который предполагает активное участие всех людей в образовательной среде: как преподавателей, так и учащихся. В настоящее время интерактивные методы обучения широко используются в различных образовательных учреждениях, таких как школы, университеты, курсы и тренинги, благодаря их замечательной эффективности не только в приобретении знаний, но и в содействии развитию личных навыков и черт характера у учащихся. Одним из важных аспектов является универсальность интерактивных методов обучения, которые могут быть реализованы в различных формах обучения, включая очные занятия, групповые занятия, онлайн-платформы и даже с помощью телекоммуникаций.

SUMMARY

This article discusses interactive learning, a contemporary educational approach that involves the active participation of all individuals within the educational environment: both teachers and students. Presently, interactive teaching methods are widely embraced across various educational settings such as schools, universities, courses, and training sessions due to their remarkable efficacy not only in knowledge acquisition but also in fostering the development of personal skills and character traits among students. One significant aspect is the versatility of interactive teaching methods, which can be implemented across diverse forms of instruction, including face-to-face sessions, group settings, online platforms, and even through telecommunication.