

**USE OF INTERACTIVE METHODS IN ENGLISH LESSONS**

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**Annotation:** Interactive learning technologies - this is such an organization of the learning process in which it is impossible for the student not to participate in a collective, mutually supportive, based on the interaction of all its participants in the process of teaching knowledge. This article provides information about effective methods and techniques of language learning, as well as ways to improve the quality of education through the use of interactive techniques in English lessons.

**Key words:** learning models, methods, teacher, student, learning, language, lesson, concept, technology, education.

Interactive methods of teaching English help students not only exchange information, but also gain practical communication skills in the language they are studying, learn to formulate their thoughts, quickly respond and respond to replicas of the interlocutor. In such lessons, the teacher is no longer just a leader, but an assistant who can quickly tell the right word, correct a mistake. Interactive methods of teaching English significantly accelerate the process of learning a foreign language.

In pedagogy there are several learning models:

- 1) passive - the student acts as the "object" of learning (listens and looks);
- 2) active - the student acts as the "subject" of training (independent work, creative tasks);
- 3) interactive - inter (mutual), act (act). The learning process is carried out in conditions of constant, active interaction of all students. The student and teacher are equal subjects of instruction.

The use of an interactive learning model provides for the modeling of life situations, the use of role-playing games, joint problem solving. The dominance of any participant in the educational process or any idea is excluded. This teaches a humane, democratic approach to the model.

The essence of interactive learning is that the learning process is organized in such a way that almost all students are involved in the learning process, they have the ability to understand and reflect on what they know and think. The joint activity of students in the process of cognition, development of educational material means that everyone makes their own individual contribution; there is an exchange of knowledge, ideas, and ways of activity. Moreover, this happens in an atmosphere of goodwill and mutual support, which allows not only obtaining new knowledge, but also develops the cognitive activity itself, translates it into higher forms of cooperation and cooperation.



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Interactive activity in the lessons involves the organization and development of dialogue communication, which leads to mutual understanding, interaction, to joint solution of common, but significant for each participant tasks. During the interactive training, students learn to think critically, solve complex problems based on an analysis of circumstances and relevant information, weigh alternative opinions, make informed decisions, participate in discussions, and communicate with other people. For this, individual, group and group work is organized in the lessons, research projects, role-playing games are applied, work is underway with documents and various sources of information, and creative work is used.

In the learning process, one can distinguish at least the substantive (what to teach), procedural (how to teach), motivational (how to activate the activities of students) and organizational (how to structure the activities of the teacher and students) parties. Each of these sides has a number of concepts. So, the first side corresponds to the concept of meaningful generalization, generalization of educational material, integration of educational subjects, enlargement of didactic units, etc. The procedural side is the concept of programmed, problematic, interactive learning, etc. Motivational - the concept of motivational support for the educational process, the formation of cognitive interests, etc. Organizational - the ideas of humanistic pedagogy, the concept of pedagogy of cooperation, "immersion" in the subject (M.P. Shchetinin), concentrated training, etc.

All these concepts are in turn provided by technology. For example, the concepts of problem-based learning correspond to such technologies: problem-based interactive learning; problematic; problem-algorithmic; contextual; problem model; modular problem; computer-based training.

The concept and technology of interactive learning are based on the phenomenon of interaction (from English interaction - interaction, impact on each other). In the learning process, there is interpersonal cognitive communication and interaction of all its subjects. The development of the individuality of each student and the education of his personality occurs in situations of communication and interaction of people with each other. Adequate, from the point of view of supporters of this concept, and the most frequently used model of such situations is the educational game. M.V. Klarin, Y.S. Tyunnikov studied the educational possibilities of the game used in the learning process: games provide the teacher with opportunities related to the reproduction of learning outcomes (knowledge, skills and abilities), their application, development and training, taking into account individual differences, involving students with different levels in the game training. At the same time, games carry the potential for significant emotional and personal impact, the formation of communicative skills, and value relationships. Therefore, the use of educational games contributes to the development of individual and personal qualities of the student.

By the technology of interactive learning, we understand the system of ways of organizing the interaction of the teacher and students in the form of educational games, guaranteeing pedagogically effective cognitive communication, as a result of which



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conditions are created for students to experience success in learning activities and to enrich their motivational, intellectual, emotional and other areas. The basis of modern innovative technologies is personality-oriented training. The main idea of training in cooperation is to study together, and not just to do something together. This makes the process of studying the subject interesting, forms and develops students' motivated interest in the subject. The methods used for interactive learning are aimed at enhancing the role of student activity.

At present, there is a contradiction between the need of society for a socially active, creative, independent personality and the real state of the educational process in a domestic school. Therefore, the use of an interactive teaching method in school is very relevant today. The purpose of using the interactive teaching method is to form a motivated interest in the English language, to create conditions for the development of students' speech competence in various types of speech activity, which leads to mutual understanding, interaction, and joint solution of common issues.

The task is to make each lesson interesting, exciting and to ensure that it develops cognitive interest, encourages students to actively participate in the educational process.

So we conclude that the interactive lesson is an impromptu training session that has an unconventional structure. It is easy to notice that some types of classes were included in the category of interactive lessons, which in the previous classifications appeared as auxiliary, extra-curricular, and extracurricular forms of organization of educational work, and their names give some idea of the goals, objectives, and methods of conducting such classes. It must be concluded that students in the interactive lessons are diligent and diligent. They don't have to get bored. And finally, the marks that the children receive for the lesson are much higher than those they receive in traditional lessons. Interactive teaching methods are a special form of organizing cognitive and communicative activities in which students find themselves involved in the cognitive process, have the ability to understand and reflect on what they know and think. Teacher's place in interactive lessons often comes down to directing students to achieve lesson goals. He develops a lesson plan (as a rule, this is a set of interactive exercises and assignments, during which the student learns the material).

Thus, the main components of interactive lessons are interactive exercises and assignments that are performed by students. The fundamental difference between interactive exercises and tasks from ordinary ones is that in the course of their implementation not only material already learned is fixed, but also new material is studied. Interactive exercises and assignments are designed for so-called interactive approaches.

Thus, the use of interactive forms of teaching English shows that their use makes it possible to instill in students interest in the language being studied; creates a positive attitude to its study, stimulates independent speech-cognitive activity of students; makes it possible to more purposefully implement an individual approach to training; increases the positive motivation of learning a foreign language among students, supports the internal motivation of learning. Interactive aspects of teaching stimulate the intellectual activity of



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high school students in teaching a foreign language. In addition, to the question “is it worth resorting to interactive forms of teaching in a foreign language lesson?” One can safely and affirmatively answer what is “worth”, since learning a foreign language should lead the learner to master speech skills (listening, speaking, reading and writing), realizing the communicative essence of the language. It seems to us that positive motivation is the key to successful learning of a foreign language. The form of presentation (reportage, messages, role-playing game, discussion) children choose themselves. Using interactive educational technology, we think that it shapes and improves a common culture of communication and social behavior in general, and leads students to practical knowledge of a foreign language.

The most relevant for the teacher, in my opinion, is interactive knowledge test (the ability to conduct an exam, quiz, testing) with an immediate analysis of the results; the lesson can be recorded and saved for later playback.

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