

INTERACTIVE METHODS, FORMS AND TECHNIQUES OF TEACHING IN THE CLASSROOM

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Abstract

In this article, the author describes interactive learning, its content and essence. The article also provides an overview of interactive methods such as carousel, dialogue, and many others. special attention is paid to the issue of freedom of choice of the type of educational activity in interactive training.

Keywords: 3D learning, reflectivity, self-activation, creativity, positive, interactive, brainstorming”, “case analysis”.

Introduction

The word "Interactive" is formed from the word "Interact" (English), where "inter" means mutual, "act" means to act. The name of the method comes from the psychological term "interaction", which means "intercommunication". Interactionism is a trend in modern social psychology and pedagogy, based on the concepts of American sociologist and psychologist J.G. Mead. Interaction is understood as direct interpersonal communication, the most important feature that recognizes the ability of a person to "take on the role of another", to imagine how the communication partner or group perceives it, and accordingly interpret the situation and develop their own actions, Interactive process is a thoughtful process of communication and interaction between participants in the educational process. The basis of this cooperation is the personal experience of each participant. The interactive process is characterized by a high intensity of communication, interaction and exchange of activities, change and variety of activities, processability (the condition for changing the status of participants), focused reflection by participants in their activities and interaction. The meaning of interactivity is formed from the definition of the concepts "inter" (between) and "activity" (enhanced activity). In this connection, the term "interactive communication" can be interpreted as an intensified activity of participants in communication with each other, and the term "interactive pedagogical communication" - as an intensified, purposeful activity of the teacher and student in organizing interaction among them for development). Along with the notions of "interactive process" and "interactive communication", such a concept as "interactive learning" is considered. Interactive learning is learning immersed in communication. Here, "immersed" does not mean "replaced". Interactive learning supports the ultimate goal and main content of the learning process. It modifies forms from translating into interactive ones, that is, it includes the exchange of information on the basis of mutual understanding and interaction.

Most of the students are now more attached to a screen than to the good old whiteboard, and considering the fact that it is sometimes annoying, teachers must face the fact that this technology era is here to stay. With the technology as an effective tool, teachers all around the world had to adapt to it, creating new ways to teach students in a way they can relate. As computers have become



a mainstream part of the world, teachers at all levels must integrate the technology into the classroom, that is to say that interactive learning is also considered for the use of modernity in class and not only as the teacher being a guide. Interactivity is basically, the integration of computers into the regular classes. One of the most common examples regarding interactive material is the addition of computer games. Some teachers think that students that play games emphasize concepts like Math, History and even grammar rules. Many educators believe that the students are able to perform better and more thoroughly by varying the ways that information is delivered. One argument in favor of the interactive learning using technology is that students are already internet experts, so the introduction of computer based learning is very easy and effective for them so as to grasp and hold their attention. As it was previously mentioned, students at a very young age use smartphones and maintain an active social communication, where most of them spend the majority of their free and even the time inside the classroom “connected” in one way or another. Using this already familiar technology into classrooms can help students become more engaged. The idea of joining both concepts of interactive learning, that is to say, the teacher using technology and allowing the students to learn by themselves, is necessary to create the new type of future adults that can be twain independent and fast thinkers. Interactive learning is a special form of organization of cognitive activity, a method of cognition implemented in the form of joint activities of students, in which all participants interact with each other, exchange information, jointly solve problems, simulate situations, evaluate the actions of others and their own behavior, immerse themselves in real atmosphere of business cooperation to solve the problem. It is possible to demonstrate the distinctive features of interactive learning in the following

Pedagogical innovations in the international community open up wide opportunities for humanity in global educational processes. In particular, the introduction of innovative developments in search of theoretical and practical solutions to the problems of creating promising mega portals in the most famous universities and innovative training centers is the world's most popular virtualization, modeling, software optimization and modern professional education paradigms in Internet (3D learning; e-learning platforms: Moodle, Ilias, Dokeos, etc.). The Strategy of action for the Further Development of the Republic of Uzbekistan noted the task of “Promoting research and innovation and the creation of effective mechanisms for the implementation of scientific and innovative achievements”, as well as the priority areas of the Ministry of Innovative Development, such as ensuring the development of innovations in the education system, indicate that teachers in educational institutions need to organize innovative activities. The introduction of interactive teaching methods is one of the most important areas for improving the training of students in a modern professional educational institution. The main methodological innovations are associated today with the use of interactive teaching methods. The concept of “interactive” comes from the English “interact” (“inter” - “mutual”, “act” - “act”). Interactive learning is a special form of organization of cognitive activity. It implies very specific and predictable goals. Interactive learning is a special form of organization of the educational process, the essence of which is the joint activity of students on the development of educational material, the exchange of knowledge, ideas, ways of activity. 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. The main goals of interactive learning are:

- stimulation of educational and cognitive motivation;
- development of independence and activity;



- fostering analytical and critical thinking;
- formation of communication skills;
- self-development of students.

In interactive learning, the needs of the student are taken into account, his personal experience is involved, targeted adjustment of knowledge is carried out, the optimal result is achieved through cooperation, co-creation, independence and freedom of choice, the student analyzes his own activity. The scheme of the relationship between the participants in the educational process is fundamentally changing; in contact with the teacher and peer, the student feels more comfortable. While preserving the ultimate goal and the main content of the educational process, interactive learning changes the usual broadcasting forms into dialogue based on mutual understanding and interaction. In pedagogy, several learning models are distinguished:

- passive - the student acts as the "object" of learning (listening and looking);
- active - the student acts as the "subject" of training (independent work, creative tasks);
- interactive - interaction. The use of an interactive learning model includes modeling life situations, the use of role-playing games, joint problem solving.

The interactive material is often used as a connection between the teaching and reality. Ideally it is expected that teaching and learning should be in contact with real life, and therefore interactive material uses a number of means and resources as a bridge between what is taught and learned and the real world. Therefore, it is important to use interactive materials, as these replace reality and try to represent real life in the best way possible, facilitating its objectification, being this understood as expressing or making something abstract in a concrete form. When the theoretical part is related to a real-life situation, this makes content easier to understand. Also learners' experiences can be used to acquire new learning, for instance using examples connected to their daily routines in order to teach a new unit. The interactive materials have to be adapted to the different realities presented in the class, because this helps the students to comprehend the contents in a meaningful way. He points out that "grammar translation can cut down on chances that some students, when trying to express themselves in English, are likely to produce the native language. From the very beginning, the teacher should bring the students' attention to the conceptual differences in the two languages and help them establish correct concepts in English"

In classroom contexts, it is important that EFL teachers be able to use interactive material, as this influences on the effectiveness of students' learning. In addition, the interactive material plays a crucial role, helping students to develop aspects related to the critical thinking and the oral and written language. Besides, the material motivates teaching and learning but only if the material provided is suitable and is used properly. It also facilitates the learning of concepts, development of procedures and strategies, and the formation of attitudes as well as values related to what is taught and learned. Furthermore, the interactive material represents and illustrates, intuitively, what is verbally explained to facilitate teaching and learning, and contributes to a better fixation of learning. It is important to use such materials as they aim to bring the student to work, to investigate, to discover and build; it is also relevant to consider that this material must be adapted into a functional and dynamic appearance, promoting the opportunity to enrich the students' experience and bring them closer to the reality, by offering them the opportunity to act. However it is important to note that the effectiveness of interactive materials depends on how they are used by the teacher and the student, as they must be conceived regarding the methodology that is used in the EFL classroom.



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