Improving the Mechanism of Using Modern Technologies in Teaching English Language to Primary Education Students

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ABSTRACT: In this article, the improvement of the mechanism of using modern technologies in teaching English to elementary school students, the age, physiological, and psychological characteristics of the student in teaching foreign languages to students in primary grades, especially in the first grade. should be taken into account, it is reported that sound cards with multimedia technologies allow users to record their own speech and then compare it with the speakers' pronunciation.

KEY WORDS: Multimedia, interactive, innovative, ICT, program, physiological, psychological, grammar, visual memory.

ANNOTATSIYA: Mazkur maqolada boshlang'ich ta'lim o'quvchilariga ingliz tilini o'rgatishda zamonaviy texnologiyalardan foydalanish mexanizimini takomillashtirish, boshlang'ich sinflarda, ayniqsa, birinchi sinfda o'quvchilarga chet tillarni o'rgatishda o'quvchining yoshi, fiziologik, psixologik xususiyatlarini hisobga olish kerakligi, multimedia texnologiyalari yordamida tovush kartalari foydalanuvchilarga o'z nutqlarini yozib olish va keyin uni so'zlashuvchilarning talaffuzlari bilan solishtirish imkonini berishligi haqida ma'lumotlar berilgan.

KALIT SO'ZLAR: Multimedia, interfaol, innovatsion, AKT, programma, fiziologik, psixologik, grammatika, vizual xotira.

АННОТАЦИЯ: В данной статье совершенствование механизма использования современных технологий в обучении английскому языку учащихся младших классов, учитываются возрастные, физиологические и психологические особенности учащегося при обучении иностранным языкам учащихся начальных классов, особенно в первых Следует принять во внимание, что звуковые карты с мультимедийными технологиями позволяют пользователям записывать собственную речь, а затем сравнивать ее с произношением говорящих.

КЛЮЧЕВЫЕ СЛОВА: Мультимедиа, интерактивность, инновационная, ИКТ, программа, физиологическая, психологическая, грамматика, зрительная память.

Introduction.

Our country to independence from achieving after that , leave _ their languages to teach _ interest increased and young people for a lot _ opportunities by creating given _ First our president Islam Karimov as they say , " Current at the time foreign languages to teach _ in our

country big importance is being given . This too of course , for nothing it's not . Today the world community to himself _ worthy sit down _ to take over striving our countries for , foreign fifty our partners with in harmony , in cooperation own _ _ great the future building our people for foreign languages perfect to know importance of assessment the need no " . _ This of thoughts makes sense continuation as on December 10 , 2012 acceptance made " Chet to teach languages _ _ system more improvement remedy events about " _ _ _ _ _ President Decision foreign their languages o ' study opportunities expanded .

References And Methodology

Get started _ in classes , especially the first in class to the students foreign languages in teaching _ o ' of the student age , physiological , psychological features account get need _ As noted in the decision, the implementation of foreign language teaching in the form of game-style lessons and oral speech lessons in the first grades is really suitable for younger students. The use of game technologies in education is one of the most effective tools. During the game, their thinking, outlook, and thinking will expand. Scientists believe that the game approach to education facilitates the learning process. It not only makes it easier, but also increases the interest in this subject and encourages the child to acquire deep knowledge. Game-style lessons help children develop their oral speech. First graders really like different visuals with pictures or videos. Games should be regularly used to develop their speech through different colored pictures. For example, What is this?, Who is this?, Who knows the most words? games like During the game, it is necessary to encourage children to remember words and pronounce them correctly. Depending on the growth of children's vocabulary, it is important to organize other types of games and various competitions. At first, children can perform exercises on topics such as "Fruit Names", "Occupations", "Home Appliances" with the help of games. Then, if they are shown in harmony with the colorful images on the computer, the students' speech will develop, and the scope of their attitude to the environment will expand. During the presentation phase of the new topic, words and pictures will appear on the screen. Students will be able to listen to the words and pronounce them. It is necessary to pay attention to the principle of individualization of education when presenting the subject with the help of a computer. Some students find it difficult to accept the graphic image of the word, and some have difficulty with the sound image.

Result And Discussion.

Language learning also depends on age periods. According to psychologists, children learn language faster and easier than adults. The main reasons for this are the natural tendency of children to learn languages, the fact that they have a strong ability to imitate , and the fact that children have more time than adults. It should be noted that 6-7-year-old children do not understand the meaning of information, but memorize it mechanically. Therefore, it is necessary not to start teaching English to elementary school students with grammatical concepts. Otherwise, from the first step of learning a foreign language, it is possible to strain the child and extinguish his interest.

Therefore, we teachers should use interactive, innovative and interesting methods to make our lessons meaningful . We know that introducing modern information and

communication technologies into the educational process, using them purposefully and correctly , thereby increasing student's interest in foreign languages, and improving teaching efficiency is the most important issue. Today, there are various methods in the field of education. We should use them in the course of the lesson in order to cover a new topic and increase their interest.

It is known that in recent years, a new era has begun in the teaching of foreign languages in the system of public education in our country, the requirements and methodology have changed. It requires the use of advanced pedagogical technologies, interactive, innovative methods. This is confirmed by the fact that English is taught in schools from the 1st grade . It takes a lot of work from teachers to increase the interest of children who are hungry for knowledge in learning the language , to introduce them to the rich world of the English language. Of course, in this regard, organizing lessons on the basis of various interactive games increases their enthusiasm, activates passive students, and creates an environment of mutual teamwork as well as competition among students in the classroom.

The Internet is a global international network that allows searching for necessary information, using information from various information sources. There are many e-learning programs for learning a foreign language . The use of relevant information via e-mail is also very popular in the process of teaching a foreign language . Multimedia technologies make it possible to listen to speech in a foreign language, which also makes it possible to separate words into words and compare the pronunciation and spelling of words. It is also possible to record the spoken word or phrase of the learner for later review and correction.

Using multimedia technology, sound cards allow users to record their speech and then compare it with the pronunciation of other speakers. The graphics capabilities of computers can represent any type of activity in the form of pictures or animations. This is especially important when learning new vocabulary . Using ICT in grammar lessons is very useful in learning any subject . Properly placed material, successfully used color design, use of charts and tables will help teachers to conduct their lessons in a more interesting and colorful way. In addition, it can be more interesting to control the level of grammar skills learned with the help of ICT.

We provide information about useful programs and interesting games for children. We pedagogues must communicate with parents. If parents also create conditions for their children's education at home, we will be more effective in working with children. We should remind parents that when giving information to their child, they should use programs that are useful for them , or if the child feels bored, it is useful for him, that is, cartoons in English or English-language cartoons. it is recommended to use a variety of entertainment TV programs.

We can also use entertainment programs for children in our classes.

We pedagogues can set different days as fun days for children. For example, if our class is on Friday, we will CINEMATIME on Friday we define as And we release various English language movies and cartoons for kids on those days.

Where can we find cartoons in English ?

There are many educational cartoons in English. Sketches, dialogues, new words are explained, etc. Where to find them:
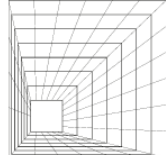
- On YouTube- Youtube is full of such cartoons, it will not be difficult to find them. For example, here is a collection of educational cartoons about Gogo the dragon and his friends . In this series for children, simple words and phrases are presented in small stories about the adventures of a funny dragon.

- In the English conversation app for kids, this is not a tutorial, but simply a collection of YouTube videos, conveniently sorted for reference. The same cartoons about Gogo the dragon and others. The app is available on Android.

- About Lingualeo. In the "Materials" section there is a topic "For Children" that contains such cartoons. The disadvantage is that they are collected randomly, the plus is the presence of convenient subtitles with a translation that appears when clicked.

In addition to educational cartoons, there are cartoons that you can simply watch without translation. But this is definitely a more difficult task. They can be found in Puzzle Movies (Puzzle English section with series) - in addition to TV shows and series, this service also has cartoons.

In general, such interesting lessons form the following skills in children:[1]

- Interest in learning foreign languages;
- Knowledge of English words;
- Ability to hear English speech;
- The ability to speak independently (repeating memorized phrases).
- And, of course, children improve their memory and the general development of the mind.

Taking into account the psychological characteristics of young students when teaching a foreign language, I call it "active methods of training" (AMO), "social-psychological training" or "group psychotherapy" in foreign psychology [2].

A game for a child is an interesting, surprising communication with a teacher and peers, in which certain types of statements are determined by the internal needs of the game. Of course, not every game is suitable for this purpose. We can formulate the following requirements for the game as a learning technique.

- mandatory awareness of the result of the game by children. Such a result can be the creation of unusually funny or fantastic images with the help of words: flying objects, talking animals, etc.;

- children's knowledge of the rules, following them will help to achieve this result;
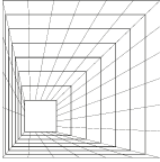
- each child's ability to choose a specific action in the game, which provides individual activity in the form of a team game. (For example, when performing the task of feeding someone, each child offers his "product", his "food": Do you like milk?", "Do you like sweets?", etc.).

I don't always use a grading system when teaching younger learners. I think the rules of the game are such that a mistake in a speech act leads to a loss in the game.

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[1] https://kadet-mvd.ru/uz/castaneda-carlos/uchit-angliiskii-yazyk-dlya-detei-angliiskii-malysham-s-chego-nachat-obuchenie.html

[2] https://greshki.ru/uz/accounting/izuchaem-angliiskii-uroki-dlya-detei-angliiskii-dlya-detei-kogda-i.html

I will touch on some types of games that I use at different stages of the lesson.

The lesson always begins with a phonetic exercise, because the functioning of the speech apparatus within the framework of the studied language is very important, since each language has its own articulation, its own system of sounds. I try to spend it in an interesting way, for this I use counting rhymes, imitation songs, often the heroes of fairy tales visit the children and conduct their phonetic exercises, for example: He collected seashells on the seashore sells The shells he sells are sea shells, I believe.

The whole class with the teacher repeats this tongue twister at a different speed: fast, slow, emphasizing the sounds [s] and [S].

We also try to play at the stage of presenting new material. So, while studying the theme of "Family", the guys come across a very funny "Family of Cats". Looking at this "family", we create a fairy tale about cats, give names to all family members, and new vocabulary on the topic is easily and happily mastered.

I use the game again to consolidate and control knowledge. These games are: "Bingo-Spell", "Wordsalad" and others (these and other games are listed at the end of the article)

Conclusion.

According to psychologists, the psychological mechanisms of playful activity rely on the fundamental needs of a person to express himself, find a stable place in life, self-control, and realize his potential. Any game should be based on generally accepted educational principles and tactics. Educational games should be based on educational subjects

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