Teaching English grammar through person-based aspects

Scientific supervisor: PhD, docent Adash Eshankulovna Rustamova
Master, Guljahon Xoliyeva Farhod qizi,
Samarkand State Institute of Foreign Languages

Abstract: In some perspectives, the potential for identifying elements important to language learning through video games and Android applications is explored. It is crucial to approach language learning from a pragmatic perspective. To achieve the intended goals, innovations are used. The difficulties in the process of teaching English as a second language can be smoothed out by using the right approaches. Students' attention is piqued and their language learning skills are improved in a fun way when English is taught to them through video games and Android apps. This article describes the numerous difficulties that arise when teaching a language and offers workable solutions. The benefits of teaching languages through video games are outlined, including apps for Android.

Key words: Technologies; Video game; Android apps; Second language learners; teaching English grammar, methods, approaches, content based learning.

Introduction

One of the most useful teaching tools for second language teachers is educational technology. It includes mobile devices, tablets, networking equipment, desktops, and media. These technological advancements have sped up and simplified many of our daily tasks. Teenagers enjoy playing video games a lot, and they help to shape a whole new social and cultural universe. It might be challenging to teach English as a second language to a diverse set of students within a constrained time limit. Therefore, he or she must pursue some additional strategies to raise student engagement. Researchers concur that playing video games can help pupils improve their language abilities, but can this happen in a classroom setting? Indeed, there are a lot of ways to learn English using video games. Applications for Android have the procedure been simpler. There are several apps that encourage active engagement from the learners that may be found in the Play Store. The impact of online videos on pupils has been significant, and they now pay more attention to videos than to conventional teaching techniques. According to Dr. Mark Griffiths, a professor of gambling studies and author of "The Educational benefits of video games," four participants (aged 11 to 17) who had been diagnosed with impulse control issues used video games for four weeks. Following the trial, the participants showed increased enthusiasm and cooperation for the treatment.

Benefits of video games in teaching languages Students are prompted to participate in group activities by games in the classroom. They will benefit from studying more while playing games if English language learning is incorporated into those activities. In comparison to traditional teaching methods, more learning topics are covered in the same amount of time as a result. There are several benefits of employing video games in language instruction. It is accessible from anywhere in the world and aids students in creating objectives, keeping track of progress, and changing their behavior. It is enjoyable, which piques the players' keen attention. Playing video games provides a way to acquire and discover skills, allowing players to "learn by doing." The instructor's The only duty is to keep an eye on the students and assist them when necessary. As the player pays attention to the English directions, instructions, and recommendations given during the game, games improve listening skills. The player is promoted for a subsequent move or moves to the next level thanks to these instructions and advice. The directions and commands that the children have heard are asked to be written down. Additionally, kids are instructed to write down any unfamiliar or challenging words they come across. The students then make an effort to recall

_____

such phrases and terms. Projectors and screens that support video game use, such the Sony PlayStation 3 and Microsoft Xbox 360, are compatible with high definition cable hookups. Additionally, PC gaming is more useful and more affordable than the PlayStation. When they offer students the chance to use technology in the classroom, teachers frequently have success. Some would argue that not all of the results of using technology for educational instruction are favorable. However, there are many advantages and consequences. The fact that there is an endless supply of information and entertainment available at all times may be considered a distraction, but if technology is incorporated into the classroom with routines in place that are monitored or assessed, the benefits outweigh the drawbacks.

Maintaining student interest: Any lesson plan must include active engagement. Technology interests pupils because it is participatory, whether they are working alone or in groups aids pupils with various learning modalities

Aids pupils with various learning modalities: Not every student picks up knowledge and retains it at the same rate or in the same way. With the use of technology, teachers may adapt their lessons to the diverse learning styles and capacities of their students. Students who use technology may also be able to work at their own paces.

Gives students life skills preparation: Because of how frequently it is utilized in daily life, technology has developed into its own type of literacy. Microsoft Office and Google Drive are used in many professions on a regular basis for at least one function, such as producing decks or slide shows for presentations or attaching documents to emails to convey crucial information. allowing kids to develop these abilities

Technology's use by teachers: The teachers of today must be aware of the new tasks and obligations that the newest technology places upon them. The students are expected to conceive concepts, work cooperatively in teams, solve problems, and act. The teacher of today must go beyond only imparting knowledge. The creation and adoption of new technologies in the classroom is a requirement for the transformation of the teacher's role. There needs to be a shift in the educational setting. This gives the function of the facilitator and teacher, who facilitates advancement, a new depth.

Some student thoughts on video games for kids from regional backgrounds, learning a language is a challenging task that can occasionally be frustrating. To comprehend, produce, and manipulate the target language, constant effort is needed. Age of Empires is one of the video games that aids pupils in learning English. Once students have completed their secondary education, they can learn how to use technology to advance their college and professional goals. Learning how to create spreadsheets, slide shows, and share papers using Google Drive and Microsoft Office enables students to get ongoing feedback on their work. These Google and Microsoft features are widely used in many professions to organize information and foster collaboration among coworkers or clients.

Students can use technology to acquire fundamental life skills as they start to develop as independent thinkers. Middle school students will become more independent if they have different teachers for each subject. It is possible to use technology to learn skills like performing research across all subject areas. Through a variety of search engines, websites like Easy Bib help students identify reliable sources and show them how to properly cite such sources in order to prevent plagiarism. Younger kids can develop foundational skills using technology to get them ready for autonomous study in the future. Interactive games can help students improve their reading, numeracy, spelling, and phonemic awareness skills. Students and teachers can upload their own word lists to websites like Spelling Training in order to practice word pronunciation and make interactive games. These websites can be used by parents to practice fundamental skills outside of the classroom.

Apps for education: The mobile app market is undergoing fast transformation. The use of Android mobile devices is widespread. The Rajasthani government has given pupils Android tablets. It is a wonderful tool for second language instructors. There is an app for that, Apple's catchphrase, expresses the deep idea that anything is possible. The Google Play store offers

_____

_____

millions of Android applications. There are many options available for teachers and students to use the programs in accordance with their preferences and interests. These applications can be used by teachers as efficient technological tools for teaching English.

Presentations and Games: PowerPoint presentations can be used to engage students while introducing important concepts in the classroom. Links to films that support the concepts offered in the Powerpoint presentation deck can be incorporated into the slides, in addition to the usage of images and bulleted information. After a course or unit, students can review material using educational apps like Kahoot. While students can create anonymous user names to play the game, teachers can develop and share Kahoots with one another. Students who might ordinarily be reluctant to participate in class can now participate in it as a whole. Teachers can choose whether they want students to work freely or be given assignments using the Kahoot app, which can be used on PCs or mobile devices. Internet-based homework tasks

One method many teachers might start incorporating technology in the classroom is by posting homework assignments online (through learning systems like Blackboard, Brightspace, and Moodle). Assignments are conveniently available, which might improve student involvement and aid in the organization of the students.

Online assessment tools: In order for teachers, administrators, parents, and students to recognize a student's strengths and areas for development, communication is a crucial component of education. With the help of online grading platforms like PowerSchool, teachers may post grades, examine student attendance trends, and manage transcript data.

Student tablets: When teachers are fortunate enough to have tablets for their kids, technology can help them differentiate their lessons. During assignments, students can work at their own pace, and teachers can provide individualized guidance.

Listserv: Parents are able to manage and arrange their emails using software like Listserv. Teachers can inform parents of significant announcements, newsletters, and conversations to maintain open lines of contact. Production of Digital Content. Students can express both their own creative talents and their learning by producing digital content that is connected to what they are learning. Like any other endeavor, developing content is most successful when students are able to communicate in ways that showcase and take into account their individual talents and communication/learning preferences. Give students the chance to express themselves through any medium they find most comfortable, including blogs, films, podcasts, eBooks, fliers, and other digital art. Students develop as learners when their uniqueness and desires for creative expression are respected.

Using a Calendar in the Classroom: Create a classroom-wide shared online calendar using Google Calendar or a comparable application to post essential updates. Post due dates for assignments and class activities (including field excursions and guest speakers) in one place that is simple to find for both teachers and students. To take it a step further, give the calendar to the parents to keep them informed and interested in their child's education.

Conclusion

With the use of practical theories, video games, and Android applications in the classroom, this study seeks to motivate the students. Learners will undoubtedly become interested in anything unique. Technology advantages can improve any modern classroom. The implementation and application of technology will vary depending on the grade level and subject matter of the classroom. Researchers generally concur that innovations must be used to increase the effectiveness of language teaching and learning. We currently live in a Facebook, Twitter, and WhatsApp environment. Because of technical developments in communication, the world has become smaller. Technology-assisted English instruction lessens the teacher's workload, yet inspires intense interest in both teachers and students since it keeps students' attention throughout the entire lesson.

References:

_____

_____

1. Zheng, D., Young, M.F., Brewer, R. B., & Wagner, M, (2009). Attitude and self-efficacy change: English language learning in virtual words. CALICO Journal, 27, 205-231;
2. Skyes, J., Oskoz, A., & Thorne, S. L. (2008). Second language use, socialization, and learning in Internet interest communities and online gaming. Retrieved September 15, 2009;
3. Hubbard, P. (1991). Evaluating computer games for language learning. Simulation & Gaming: An Interdisciplinary Journal of Theory, Practice and Research, 22(2), 220-223;
4. Borg, S. (1998a). Talking about grammar in the foreign language classroom. *Language Awareness, 7*(4), 159-175. https://doi.org/10.1080/09658419808667107
5. Richards, J. y Rodgers, T. S. (2001). *Approaches and Methods in*
6. *Language Teaching. New York:* Cambridge University Press.
7. Mehjabin, N (2007): *Teaching techniques that I use in my ESL classes: pros and cons.* Department of English and Humanities;
8. Onalan, O.,(2018): *Non-Native English Teachers' Beliefs on Grammar Instruction.* Research Gate;

_____