

ТІЛДІҢ ЖӘНЕ ӘДЕБИЕТТІҢ ОҚЫТУ ӘДІСТЕМЕСІ
МЕТОДИКА ПРЕПОДАВАНИЯ ЯЗЫКА И ЛИТЕРАТУРЫ

SRSTI 14.35.09

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**USING INTERACTIVE ONLINE GAMES IN TEACHING A FOREIGN LANGUAGE
(ON THE EXAMPLE OF ENGLISH)**

One of the most common types of education, which has always been and remains the most demanded and popular, both in children's educational institutions and at home, are games. The computer is becoming an integral part of the process of teaching a foreign language. The computer is an indispensable assistant for studying and mastering educational material through the game. The influence of the computer on children of this age is very beneficial and can help in the development of certain skills. Today, the use of online computer games in education is one of the topical and discussed topics. The most important aspect that is necessary for enhancing the cognitive activity of students is a competent selection of various forms of education. Involvement of each child in active educational activities, while using a variety of interactive and online computer technologies. In this article we discussed the usage of online games in teaching English and gave examples of such games that could be found in Internet.

Key words: Online games, interactivity, game method, distance education, teaching foreign languages, Internet technologies, interactive teaching method, mobile learning.

INTRODUCTION

Reforms in education taking place in our country, along with the development of new educational standards, the introduction of new academic disciplines, new textbooks and auxiliary materials, necessitated a change in teaching methods.

In modern pedagogical practice, dozens of new strategies and teaching methods, including interactive ones, are developed and applied. A modern teacher, regardless of the subject of study or school discipline, must have the necessary arsenal of interactive teaching methods and be able to use them in the learning process.

Interactive learning in a school or curriculum is used to highlight or teach specific material. Online classes and virtual lessons are examples of modern interactive lessons. However, in our reality, any lesson using a computer is considered interactive. When modern scientists talk about interactivity in the classroom, they almost always talk about technology and usually mean the Internet. Since computers became a mainstay in most industrialized countries, educators at all levels have looked for ways to integrate computer technology into the classroom. From the point of view of the psychotherapist N.N. Naritsyn [1, 4], today not teaching a child to use a computer is the same as not sending him to school. Online learning depends on the degree of computer use, but it tends to be much more than simple computer training. Learning basic software and finding resources online are important skills, of course, but usually do not fall under the concept of online learning. Most of the time, interactivity only integrates into regular lessons. One of the simplest examples is computer games. In order to effectively teach a child, he must be motivated. Such an effect is provided by modern computer games in English. Games like this are becoming more and more popular. It is very

good if the game is voiced by native speakers, then the player, in addition to a large vocabulary, will also master the correct pronunciation.

The use of computer games makes it much easier, faster and more interesting to study English, develop memory, attention, imagination, and the ability to find patterns. Students who play games, downloaded or online, that contain specific concepts see these games as an addition to their classroom learning. The teacher Petrova believes that the influence of the computer on children of primary school age is very beneficial and helps in the formation of certain skills [2]. Working with a computer develops attention, logical and abstract thinking. Computer games help children learn to make independent decisions, as well as quickly switch from one action to another. Educational computer games for children are an excellent way of self-education, the ability to use the Internet can be a good school of communication and skills in finding and selecting information. The biggest argument in favor of interactive learning is that most children today are already so well versed on the Internet that the introduction of computer learning is extremely effective in capturing and retaining their attention.

MAIN PART

One of the most common types of education, which has always been and remains the most demanded and popular, both in children's educational institutions and at home, are games. The role of games in the learning and development of the child should be noted. This issue, one way or another, was touched upon by all researchers of child psychology. Professor of psychology A.V. Zaporozhets, evaluating the role of didactic games, writes: "We need to ensure that didactic game is not only a form of mastering individual knowledge and skills, but also contributes to the general development of the child, serves to form his abilities."

The game is used in the learning process and performs the following functions:

1. Educational function. It consists in developing the perception of information, the ability to concentrate attention, improving memory, developing other skills and abilities.

2. Educational function. Develops a sense of mutual help, support, attention towards a partner in the game, teaches to listen and hear. By mastering phrases of speech etiquette in a foreign language, it fosters politeness in the student.

3. Entertainment function. Its main task is to create a relaxed and creative atmosphere in the lesson, the ability to turn everything into a joke if the student is upset, turning the lesson into an interesting adventure or a fairy-tale world.

4. Communicative function. This function unites learners, establishing new emotional and communicative relationships with partners.

5. Relaxation function - removal of emotional stress caused by stress on the nervous system during an intensive learning process.

6. Psychological function. Responsible for restructuring the psyche to assimilate more information, as well as preparing the entire physiological state for more effective cognitive activity.

7. Developing function. This function is aimed at the harmonious development of the personality.

For children, the game is, first of all, an exciting activity. In the game, everyone is equal, it is feasible even for students with weak language skills. Moreover, a weak student in the game can become the first, resourcefulness and ingenuity here turn out to be more important than knowledge of the subject. A sense of equality, an atmosphere of enthusiasm, a sense of the feasibility of a task - all this makes it possible for children to overcome shyness that prevents them from freely using foreign words in speech, and has a beneficial effect on learning outcomes. Linguistic material is involuntarily assimilated, and at the same time a feeling of satisfaction arises.

The task of the teacher is to form the correct motivation among students, to organize the lesson in such a way that each student is rooting for the success of the entire team. Game motivation should occupy the same niche in learning as communicative, aesthetic and cognitive motivation.

As a socio-cultural phenomenon, didactic game has its own history and is passed down from generation to generation. A. Bondarenko, a researcher of the process of raising a child in the process

of playing, writes: “Didactic games were and are created by adults for the development of children, taking into account their needs, interests and opportunities. Children receive the content of the game in a ready-made form and master it as an element of culture” [3].

The computer is an indispensable assistant for studying and mastering educational material through the game. The influence of the computer on children of this age is very beneficial and can help in the development of certain skills. We can say that the computer games industry is already one step ahead of film or television. This can be explained, first of all, by the interactivity that all computer games provide us. And this, in turn, helps us follow modern forms of education, in which the active participation of the student himself in the educational process is in the first place. However, the teacher needs to understand how important it is to create conditions for the development and improvement of all cognitive processes in primary school students, and that the computer is only an addition to the traditional forms of exercises and lessons in the classroom. The value of computer games and programs is that they represent the content of objects, concepts, grammatical rules in a more visual form, which allows the student to easily and quickly master the necessary material. Computer games are a natural means of introducing students of primary school age to new information technologies. By combining different types of games during the educational process, including computer games, the student masters the ability to independently and proactively solve game problems, which are gradually becoming more complex in terms of the content of knowledge and the degree of generalization of actions, rising in their development to a higher level.

Basic requirements for online games:

1. Game should stimulate motivation to study, arouse the child's interest and desire to do a good job.

2. The game must be well prepared both in content and in form, clearly organized. It is important for the children to be convinced of the need to do their study well while playing.

When learning English, the student uses language and speech through play to achieve meaningful goals. Thus, with the help of the game, the educational process turns into a target process, and not into a process of educational communication. So language games are designed to form pronunciation, lexical and grammatical skills and train the use of language phenomena at the preparatory stage of mastering a foreign language

The purpose of the phonetic game is the formation of phonemic hearing. Spelling games are aimed at developing the skills of combining letters in words, understanding the place of letters in a word, developing spelling and lexical skills, and controlling the assimilation of the alphabet. Lexical games aim to activate and consolidate vocabulary, develop skills in monologue and dialogical speech, and contextual guesswork. Grammar games activate and automate the use of certain parts of speech and structures in a sentence.

Educational games are games with rules specially created by pedagogical activities in order to teach and educate children. They are aimed at solving the problems of teaching children, but at the same time they manifest the educational and developmental influence of play activity [4].

The essence of the computer didactic game is that children solve mental problems offered to them in an entertaining interactive form. Pupils find solutions on their own, overcoming certain difficulties. Children perceive a mental task as a practical, playful one; this increases their mental alertness and interest in the learning process.

In the computer gaming world, English is the dominant language. Many modern games don't even translate from the original.

First of all, you need to figure out what kind of educational computer games aimed at learning English for children. There are several genres of such educational games:

- Mini-games aimed at memorizing the simplest English words, phrases and grammatical structures.

- Interactive tutorials with game elements.

- Conventional computer games with voice acting and captions in English.

Such educational games can be used not only on a personal computer, but also on a tablet or mobile phone.

Educational online games are specially adapted material presented in an accessible and understandable form for children, no less interesting than cartoons in English. With their help, the child immerses himself in learning English with great pleasure. Together with the characters, he memorizes rhymed texts, basic phrases, names of objects and learns to count in English.

Thanks to an online computer game, children can learn a foreign language at their own pace. Having successfully completed an entertaining task, the child receives positive emotional reinforcement. This pushes the student towards further studies.

In any educational game it is possible to adjust tasks according to the degree of difficulty. You can start performing the simplest tasks, gradually moving on to more complex ones.

In addition, such game programs provide a knowledge control system that allows you to assess the level of language acquisition. An incomprehensible topic can be repeated at any time or you can ask the virtual hero for help.

In the vastness of the global network, there is a huge number of educational games. Today's popular applications for quickly mastering a foreign language will appeal to both children and adults.

When choosing them online games, the following points should be considered:

- Well-spoken and understandable text.
- Availability of convenient interactive tips.
- The degree of participation of the player in the plot. The student should not be just an outside observer, an active participation in the game plot is necessary.

Despite the fact that online computer games are very attractive for children, and educational programs are useful, the time spent by the child at the computer should be limited to one hour. It is also worth paying attention to the fact that not all educational programs that can be found on the Internet will have a positive impact on the mental development of a child.

You should not use a computer game to teach a child if he does not want to.

The following properties of online educational games can be distinguished:

- a) they are repeatable, the game can be interrupted and started again at any time;
- b) online games follow certain rules that cannot be changed by the participants in the game;
- c) online educational games should bring satisfaction and joy. The main feature of didactic online games used during the educational process is determined by their name.

First of all, such games should be educational. They are created by adults for the purpose of raising and educating children. But for playing children, the educational and upbringing value of such a game does not appear openly, but is realized through a game task, game actions and rules.

Here are some examples of computer games that can be integrated into the educational process. There are many different games. They can be found on the Internet, since the choice is now so rich that teachers can only filter out unnecessary material, choosing the best and most productive. In my practice, I use these games for the most part not in the classroom, but provide links to students for independent practice and reinforcement of their knowledge of the English language.

"The Grammar of Doom" is an adventure game in which you have to uncover the secrets hidden within the walls of an old magical temple. What this game is like ... Well, it's like looking for treasure with Indiana Jones while he teaches you English.

There are 10 rooms in the temple, and each room has its own riddles that you need to solve using English. To go to the next room, and eventually exit the game as a winner, you need to arm yourself with your knowledge of grammar and vocabulary in order to build English sentences and solve riddles.

With Fluent U, you can practice by watching engaging videos in real English. You'll see movie trailers, music videos, motivational videos, and more, and interactive elements will help hone your language skills.

Videos are categorized by genre and language level, so you can easily find something suitable. While watching, you can click on any word in the subtitles, after which you will immediately see the definition and you can listen to how this word is pronounced by a native speaker. When you finish watching and think you understand the video well enough, Fluent U prompts you to play.

Each video comes with flashcards and exercises with colorful visuals that will help you test yourself. You will earn points for every correct answer, and coins for your continuous daily practice on Fluent U.

ABC Coloring Town is a creative playground for children in the form of a small fairytale village. Each house has a certain letter of the English alphabet. If you knock on the door of the house, the game will offer a picture for coloring with an image of an object starting with the corresponding letter. This game can be a fun and effective way to memorize the letters of the English alphabet, replenish vocabulary and learn the names of colors, not just calling them, but immediately using them in the process of playing and drawing. Every letter and every word in the game is voiced by a native speaker, which will help the student develop listening skills and master the correct pronunciation.

Where's My What is a simple yet highly effective game. A large number of letters and objects appear on the screen, randomly located throughout the playing field. The player needs to find items in the allotted amount of time, the names of which he can see at the top of the screen. For each correctly chosen object, an additional number of seconds is added to the time, for each wrong answer, it is subtracted. All words in this game are divided into categories (music, toys, clothes, etc.) that will help in consolidating vocabulary after the passed section in the textbook. The game can also be used to work out the question "Where is my ...?" and the answer to it "My ... is here!" The very same gameplay of this game is an excellent way to develop attention and memory. The game allows you to connect a cooperative mode, which will allow you to arrange a competition for students.

"Beat the Keeper" is a quiz game where you have 90 seconds to answer as many sports questions as possible. The game is related to football, and after each answer, your character will kick the ball. If you answered correctly, you can rejoice at the goal, and if not, the goalkeeper will prevent you.

"Beat the Keeper" is a fun and different approach to learning English and expanding your sports vocabulary. Plus, this game has Easy, Intermediate and Hard levels, so it is suitable for any English learner.

Crosswords are well suited for English learners and those who love difficulty. With them, you can test your reading skills and vocabulary knowledge.

Crosswords can be found in some Saturday newspaper, but they are often too difficult for English learners (and many are difficult even for native speakers who are not very good at general topics).

Fortunately, there is a game called ESL Crossword Puzzles, where riddles have been created especially for English learners.

The site contains a large number of different crosswords, divided by levels. Just follow the link to "ESL Crossword Puzzles" and select a level at the top of the page.

Short vowels. Students are encouraged to find picture-word pairs. Matching pairs are voiced, which allows you to develop listening skills, attention and reaction in the lesson. Promotes easy assimilation of the material through the use of all channels of knowledge acquisition: "I see, I hear, I try, I speak."

World West Phonics. The game will provide a test of students' knowledge of reading some phrases. They are asked to complete the word. You can choose from different levels: medium, hard and advanced. If the ending is chosen incorrectly, then lightning strikes the heroine or it starts to rain. In this case, the player is asked to correct his mistake. The game is voiced.

Spell-check. Online flash game for spell checker. It is good to use this game while practicing the material under study.

Can/can't game. Students are encouraged to look at the pictures and write one of the words CAN/CANT. The convenience of this game lies in the fact that you can go to the next picture only after entering the correct answer. If the answer is incorrect, then the possibility of correction is offered. Lexical games

Post letter. This online flash game can be used to activate previously learned cardinal numbers. To review and prepare for the next section. Students listen to the announcer, who pronounces the number and throw the letter under the desired door.

“Freerice” is another quiz game designed to expand your vocabulary. There is no need to guess anything here; you are given a word and you must choose its closest synonym from four other words.

Tilly's Word Fun (see Appendix 3) is an educational game for kids by Oxford University Press that helps you learn and reinforce English vocabulary on a wide variety of topics such as Animals, Food, Family, Holiday, School, etc. Each theme features a series of four mini-games:

1. Listen & Click - 6 pictures of already familiar objects appear in front of the player; the task is to click on the image whose name is pronounced;

2. Read & Match - a scoreboard with 6 pictures and 6 words opens for a few seconds, the player needs to combine pictures and words after they turn over;

3. Colors & Numbers - a conveyor appears on the screen with studied subjects of different colors, you need to select images of a certain color or number [5].

CONCLUSION

One of the most common types of education, which has always been and remains the most demanded and popular, both in children's educational institutions and at home, are games. Today, the use of online computer games in education is one of the topical and discussed topics. The most important aspect that is necessary for enhancing the cognitive activity of students is a competent selection of various forms of education. Involvement of each child in active educational activities, while using a variety of interactive and computer technologies.

The computer is becoming an integral part of the process of teaching a foreign language. The computer is an indispensable assistant for studying and mastering educational material through the game. The influence of the computer on children of this age is very beneficial and can help in the development of certain skills. In the online computer gaming world, English is the dominant language. Many modern games don't even translate from the original. Such online educational games can be installed not only on a personal computer, but also on a tablet or mobile phone.

Regarding teachers, their roles should be more that of researcher and facilitator when online games are brought to language teaching. A possible area for teachers to explore further as researcher is information retrieval. To become an effective facilitator, a knowledge of lesson planning and the skills necessary to incorporate online elements into teaching and learning process are deemed necessary. Modern English teachers must gather up-to-date information about the internet and websites that provide online games, hence providing the learners with such information

The process of teaching a student to English will be more pleasant and relaxed in an interactive computer game. With its help, children will quickly and with pleasure master the basic grammar rules and basic speaking skills. Games for learning English will be useful not only for a child, but also for an adult.

Online games alone will not help you speak English like a native speaker. A balance must be struck between the traditional academic approach (group lessons, grammar exercises, etc.) and the entertaining one. Therefore, online games can only be viewed as a nice additional tool for language practice.

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Received: 21.10.2020

Шет тілін оқытуда интерактивті онлайн ойындарды пайдалану (ағылшын тілі мысалы бойынша)

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Қазіргі әлемдік қоғамда білім беру мекемелерінде де, үйде де әрдайым сұранысқа ие және танымал болып келген және болып қала беретін оқытудың ең көп таралған түрлерінің бірі - ойындар. Компьютер мен ұялы телефондар шет тілін оқыту процесінің ажырамас бөлігі болып табылады. Технология – ойын арқылы оқу материалын үйрену мен игертуде таптырмас көмекші. Қазіргі технологияның студенттерге әсері өте пайдалы және белгілі бір дағдыларды дамытуға көмектеседі. Бүгінгі таңда компьютерлік онлайн ойындарды білім беруде қолдану өзекті және талқыланатын тақырыптардың бірі болып табылады. Оқушылардың танымдық белсенділігін арттыру үшін қажет маңызды аспект-оқытудың әртүрлі формаларын сауатты таңдау. Әр тұлғаны әртүрлі интерактивті және онлайн-компьютерлік технологияларды қолдана отырып, белсенді білім беру қызметіне тарту. Бұл мақалада біз ағылшын тілін оқытуда онлайн ойындарды қолдануды талқыладық және интернеттен табуға болатын осындай ойындардың мысалдарын келтірдік.

Материал 21.10.2020 баспаға түсті

Использование интерактивных онлайн-игр в обучении иностранному языку (на примере английского языка)

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Одним из самых распространенных видов обучения, который всегда был и остается наиболее востребованным и популярным как в детских образовательных учреждениях, так и дома, являются игры. Компьютер и мобильные телефоны становится неотъемлемой частью процесса обучения иностранному языку. Технологии - незаменимый помощник при изучении и усвоении учебного материала через игру. Влияние современных технологий на учащихся очень полезно и может помочь в развитии определенных навыков. Сегодня использование компьютерных онлайн-игр в образовании – одна из актуальных и обсуждаемых тем. Важнейшим аспектом, необходимым для повышения познавательной активности учащихся, является грамотный подбор различных форм обучения. Вовлечение каждого ребенка в активную образовательную деятельность с использованием различных интерактивных и онлайн-компьютерных технологий. В этой статье мы обсудили использование онлайн-игр в

обучении английскому языку и привели примеры таких игр, которые можно найти на просторах Интернета.

Материал поступил в редакцию журнала 21.10.2020

SRSTI 14.35.09

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SELECTION PRINCIPLES AND METHODS OF USING SONG MATERIAL IN TEACHING ENGLISH

The article discusses the principles of selection and methods of using song material in teaching English. The importance of using song material in teaching a foreign language is justified.

The practical aspect of using Jazz Chants in English lessons is presented on the example of working with the Grammar Jazz Chant "Who was that man you were talking to?" for the purpose of working out grammatical material on the topic Past Simple, Past Continuous as additional educational material. The principles of selection and methods of using song material are determined when teaching English.

Key words: selection principles, song material, Jazz Chants, authenticity, foreign language culture

INTRODUCTION

At the present stage of development of teaching a foreign language, it becomes especially important to familiarize learners with the cultural traditions and values of the country of the target language. The task of the teacher is to provide conditions for the effective participation of learners in the dialogue of cultures. One of the means of introducing a learner to a foreign language culture is the use of song material.

The use of song material in teaching a foreign language as a teaching tool is presented in the works of I.I. Nevezhina, Zh.B. Vereninova, A.S. Komarova, E.P. Karpichenkova, V.L. Levy, T.N. Sazonenkova, W.Bönzli, Colin Mortimer, C. Graham.

According to Z.B. Vereninova, the use of songs in teaching a foreign language plays an important role in the improvement of foreign language pronunciation, activation and development of musical ear [4].

The research results of N.D. Galskova and Gez N.I. allow make note that the learner, by listening to the song material, develops listening skills based on his experience and psychological characteristics of perception, memory, speech hearing [2].

According to V.L. Levy, music is the most effective way of influencing the feelings and emotions of the learner [4].

I.I. Nevezhina showed that the effectiveness of the methodology of teaching a foreign language on a musical-rhythmic basis is associated with the perception of music as an expressive means (emotions, aesthetic perception, cognitive processes), as well as in the process of communication (directly song material) [3].

According to Lee L. & Chuan-Lin S., the use of song material in the process of teaching English is effective, since songs are natural and accessible to every learner, they allow to activate vocabulary, introduce new vocabulary, reflect cultural aspects and different types of English accent [8]. Songs can be selected according to the needs and interests of the learners and be used as language practice.