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**АНГЛИС ТИЛИН ОКУТУУДАГЫ АЗЫРКЫ ЗАМАНДАГЫ МОБИЛДИК
ЖАНА МААЛЫМАТТЫК ТЕХНОЛОГИЯЛАР**

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**СОВРЕМЕННЫЕ МОБИЛЬНЫЕ И ИНФОРМАЦИОННЫЕ ТЕХНОЛОГИИ
В ОБУЧЕНИИ АНГЛИЙСКОГО ЯЗЫКА**

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**MOBILE TECHNOLOGIES IN THE SYSTEM OF INFORMATION
TECHNOLOGIES OF FOREIGN LANGUAGE TEACHING**

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Бул иштин максаты чет тилин ийгиликтүү өздөштүрүүдө мобилдик технологияларды колдонуунун ролун ачып берүү болуп саналат. Жаңы билим берүү технологияларын азыркы учурда жаңы маалыматтык технологияларды пайдаланбастан элестетүү кыйын. Чет тилди үйрөтүүдө төмөнкү уюлдук технологияларды пайдаланууга болот: электрондук почтага блог-технологиясын, вики-технологиясын, подкасты, веб-форум, лингвистикалык корпус, электрондук сөздүктөр, маалыматтык-сурап билүү интернет-ресурстар, каражаттар синхрондук видео-интернет-коммуникация жана тиркемелер. Макалада мобилдик технологияларды колдонуунун ролу каралууда. Англис тилин окутууда "маалыматтык технологиялар" жана "мобилдик технологиялар" деген терминдердин аныктамасы берилет, ошондой эле англис тилин окутууда пайдаланылуучу мобилдик технологиялардын тизмеси берилет. Кененирээк статьясында каралат, мобилдик тиркемелерди кандай колдонуу жана сыпаттамасы берилет жана алардын ар биринин – Duolingo, Kahoot ж.б.у.с.

Негизги сөздөр: маалымат технологиялар, мобилдик технологиялар, мобилдик колдонмолор, англис тили, тиркемелер, электрондук почта, колдонуу.

Цель данной работы заключается в том, чтобы раскрыть роль применения мобильных технологий в успешном освоении иностранного языка. Новые образовательные технологии в настоящее время трудно представить без использования новых информационных технологий. При изучении иностранного языка можно использовать следующие мобильные технологии: электронную почту, блог-технологии, вики-технологии, подкасты, веб-форум, лингвистический корпус, электронные словари, информационно-справочные Интернет-ресурсы, средства синхронной видео-интернет - коммуникации и приложения. В статье рассматривается роль использования мобильных технологий в обучении английского языка. Здесь дается определения терминов «информационные технологии» и «мобильные технологии», а также представляется перечень мобильных технологий, используемых при обучении английского языка. Более подробно в статье рассматривается применение мобильных приложений и приводится описание каждого из них – Duolingo, Kahoot и т.д.

Ключевые слова: информационные технологии, мобильные технологии, мобильные приложения, английский язык, приложения, электронная почта, применение.

The purpose of this work will be in opening a role of use of mobile technologies in successful mastering of a foreign language. Now it is difficult to present new educational technologies without use of new information technologies. At a learning of foreign language, it is possible to use the following mobile technologies: e-mail, blog-technology, wiki technology, podcasts, web forum, linguistic corpus, electronic dictionaries, directory Internet resources, means of synchronous video Internet communication and application. The article describes the role of using mobile technologies in the process of teaching foreign languages. The author gives the definitions of terms «information technologies», «mobile technologies» and introduces the list of mobile technologies that can be used for teaching foreign languages. The article considers in detail the using of mobile applications and describes each of them — Duolingo, Kahoot etc.

Key words: information technology, mobile technology, mobile applications, English language, applications, email, application.

The purpose of this work will be in opening a role of use of mobile technologies in successful mastering of a foreign language. Now it is difficult to present new educational technologies without use of new information technologies [3]. In the modern world the increasing and great popularity is received by use of different technologies, including mobile applications, for training, both among adults, and among children. Today there is rather big set of means of the information technologies available to the teacher. Information technologies in training in foreign languages are "hardware of educational process in the form of electronic devices and resources" [5]. It should be noted that information technologies always represent continuous unity of an engineering solution and the pedagogical resource put in it. Now one of the directions of the present stage of informatization of education is use of mobile technologies when training in different objects. Mobile technologies are "a mobile hand-

shaking between people or receiving instant access to necessary information" [1].

Today mobile devices have practically everything as it is a convenient way of access to any information. However not always students use smart phones, communicators and tablet computers for the purpose of training. As it is noted in many researches, students use generally game mobile programs and applications. Therefore, mobile technologies for the informative and educational purposes are practically not used and for the present did not find the due application in educational process. It does not allow us to say that possibilities of mobile devices are fully used in training.

At a learning of foreign language it is possible to use the following mobile technologies: e-mail, blog-technology, wiki technology, podcasts, web forum, linguistic corpus, electronic dictionaries, directory Internet resources, means of synchronous video Internet communication and application [1].

Use of mobile devices at a lesson of a foreign language – interesting, readily available and rather new way of training in this subject which becomes more and more popular among many users of smart phones and tablet computers, however still widely not used among students. The learning of foreign languages is continuous, therefore, training with use of mobile technologies and gadgets which always near at hand, is a fine possibility of improvement of quality and intensity of educational process. Besides, use of mobile technologies increases the informative capacity of material, stimulates informative activity of students, and provides visualization of a lesson, intensity of its carrying out, differentiation and individualization [4].

We would like to dwell upon one of types of mobile technologies – applications. Mobile applications become more and more popular now. It should be noted that they are most effective for the students only beginning a learning of foreign language (A1-A2 levels). Plus of mobile applications is the possibility of a learning of foreign language in interactive, often playful way. Most of them is aimed at the development and fixing of lexical and grammatical skills while many skills of types of speech activity can be not presented. In turn, mobile applications can be used as the addition to manuals, for independent studying or for remote (mobile) form of education [2].

Relying on information provided in the Internet and also own analysis of the existing mobile applications, we chose some mobile applications directed to studying of English:

- 1) Learn English Elementary;
- 2) Wordshake;
- 3) Johnny Grammar's Quizmaster;

- 4) Learning English with The New York Times;
- 5) LinguaLeo;
- 6) Duolingo;
- 7) Kahoot
- 8) Polyglot;
- 9) British Council.

We would like to dwell upon two of popular applications for studying foreign the Duolingo languages.

Duolingo is the free platform for a learning of foreign languages, such as English, German, etc. On the computer it is necessary to install the program from the official site or to download the application on the smartphone, no material investments at the same time are required. After confirmation of e-mail the virtual pupil gets access to tasks.

All material is aware is broken into subjects, and they – into lessons. Each "lesson" includes

20 questions aimed at introduction of new lexical units and their pronunciation in a binding with grammatical structures and also working off of words and structures already known to the trainee. However each lesson includes tasks only for two types of speech activity: letter and audition. Exercises on skills of speaking and reading on this resource are not presented.

Training in Duolingo is based by a translated method: the student receives the short offer which it needs to translate into other language. Other types of a task assume input by the student of the heard text in English, the choice of the correct grammatical option, the choice of a word according to the picture.

Duolingo uses the approach based on the analysis of a large number of statistical data for training. At each stage the system remembers what questions were raised at users of difficulty and what mistakes were made. Then it aggregates these data and uses for machine learning. Individual lessons are so formed.

By preparation and holding educational occupation various Internet resources can be used. Today we would like to tell about new online service "KAHOOT" which contributes to all-round development of students, increase in their motivation, but also optimization of work of the teacher.

Kahoot is rather new service for creation online of quizzes, tests and polls. Partly this program reminds described in Didaktore Socrative and can effectively be used in the didactic purposes. Pupils can respond to the tests created by the teacher from tablet PCs, laptops, smartphones, that is from any device having Internet access.

This service is very comfortable in use, free and full of advantages. Bright, very social, extremely simple for the teacher, and children and students from it delighted. Kahoot was developed as the tool for fast

creation of all interactive that can be presented: quizzes, polls and discussions. Everything that is created on the platform and is called – "kakhuta". It is possible to insert into these mini-games video and images, and creation process (if there is, of course, already ready questionnaire). For addition of competitive effect to questions the timer is added. To begin a game in a class, the teacher needs to provide to group of pupils the code generated by a system which they introduce then on the devices (the tablet, the smartphone, a desktop) – and yes fun will begin! The teacher creates questions, and pupils answer, using the mobile devices. But Kahoot have a number of interesting opportunities which help to motivate and carry away pupils. First, music. When the question appears on the screen, music, for each question different begins to play, and the ticking sound reminding that time for the answer is limited is heard. The quicker pupils answer questions, the get more points. There is a table of leaders showing who gained most of all points. When the test is complete, you can download results of a class in the form of the table. In Kahoot there is an extensive library of the public tests opened for all comers.

As to create the Kahoot? The instruction is very simple, simply follow the following steps:

1. Follow this link <https://getkahoot.com/> and create the account, having pressed the Sign Up button (or log in the account if it is already available – Sign In).

2. Choose what of types of Kahoot suits you: the test is Quiz, a discussion - Discussion, questioning - Survey or the sequence - Jumble.

3. Pupils open the website kahoot.it on the smart-phones, tablets, the personal computer or laptops and enter the game code (game pin) which is seen on the teacher's screen, that join in the general network.

4. Pupils from the computer or the smartphone follow this link kahoot.it, enter the code of a game which is generated automatically. Further pupils enter the name and when all pupils entered under the name a game, the teacher starts the test, having pressed "Start".

Attention! The teacher cannot begin a game until in the virtual room one participant appears at least (the number of the audience and their names are displayed in the virtual room on the big screen). As soon as all participants of a game assembled, the teacher presses "Start now" - and the quiz begins.

5. Students choose a way of the organization of a game: classical (where everyone for) or in teams.

6. On the big screen pupils see a question and possible answers on it, on the mobile devices - color rectangles with geometrical figures inside, each of which corresponds to one of answers. It is necessary to choose one of options and to click it.

On the device information about volume, the

correct answer or not and also the number of the points awarded to the participant for the correct answer is highlighted. The joint account and the current rating of participants of a game is brought to the big screen.

On the website of service games and quizzes on different subjects and objects are organized. It is possible not only show the quizzes created in the account but also to use materials of other users of service.

Use of the platform (<https://getkahoot.com/>) helps me to establish feedback with pupils to beat new subjects in the form of simple questions and answers and to set knowledge by means of more detailed testing.

Who and that stands up for Kahoot!? Platform and Kahoot brand! it was developed by constituent team led by Johan Brand, Jamie Brooker, Asmund Furuseth and Morten Versvik. The technological platform is founded on the research conducted by Morten Versvik on the master's degree at the Norwegian university of science and technology (Norwegian University of Science and Technology (NUST)) and on the basis of the researches conducted by professor Alf Inge Wang and his colleagues in NUST [6].

At the heart of work of Kahoot service! There are five main websites:

- 1) create.kahoot.it is the website which is intended for creation by the user (teacher) of kahoot.

- 2) play.kahoot.it is the website which serves for start of kahoot from the user (teacher).

- 3) kahoot.it is the website which serves for connection to kahoot of users (pupils) via various devices (the personal computer, laptops, tablets, smartphones).

- 4) test.kahoot.it is the website which allows to make the test of your Internet connection and to reveal the level of its quality for work with Kahoot service!

- 5) media.kahoot.it is the website, for work with media content of service.

- 6) getkahoot.com is the auxiliary website intended for user support.

Essence of work of Kahoot service! it is possible to describe in the form of an algorithm of steps:

Thus, the organization of training with use of mobile devices not only carries on the traditions of training in foreign languages which developed earlier with use of technical devices, but also expands them due to use of essentially new opportunities of mobile platforms. This approach expands the environment of training in a foreign language, removing it out of limits of the computer application and even computer network. Moreover, interactivity and playful ways of training increase motivation of students. In that case, training is implemented in the form of independent and game activity that is very important for successful development of a foreign language.

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