

THE USAGE OF INTERACTIVE METHODS IN DEVELOPING LEARNERS' PRODUCTIVE SKILLS

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ABSTRACT

This article explains the role of interactive methods and teaching strategies in the classroom.

Key words: study, method, innovative technology, ability, development.

Introduction:

It's pretty safe to say that in the modern world, most kids have seen and experienced things that their parents would never have even imagined when they were the same age. The methods used to educate children may have similarities to the past, but they have altogether changed as technology has evolved and made way for more innovation.

One could argue that thanks to technology, education has become more engaging than ever. Classrooms have taken on a new life. Interactive learning has become the new standard for instructing the generations of the future, but what exactly is interactive learning? How is it better for kids? What are the main benefits interactive learning offers?

What is interactive learning?

The term 'interactive learning' is becoming increasingly common in a modern educational context, but what exactly does it mean?

Interactive learning is about giving students an all-rounded experience that aims to not just instruct them on a theoretical level but also give them real-world examples and experiences to back up the knowledge they are absorbing.

The main idea behind this approach to teaching is about making sure students completely comprehend information rather than just memorise and regurgitate it.

How does it help?

In addition to engaging students who are raised in a hyper-stimulated environment, interactive learning sharpens critical thinking skills, which are fundamental to the development of analytic reasoning. A child who can explore an

open-ended question with imagination and logic is learning how to make decisions, as opposed to just regurgitating memorized information. Also, interactive learning teaches children how to collaborate and work successfully in groups, an indispensable skill as workplaces become more team-based in structure., [16.05.2024 13:01]

students are involved in the learning process, they have the ability to understand and reflect on what they know and think. The joint activity of students in the process of cognition, development of educational material means that everyone makes their own individual contribution; there is an exchange of knowledge, ideas, and ways of activity. Moreover, this happens in an atmosphere of goodwill and mutual support, which allows not only obtaining new knowledge, but also develops the cognitive activity itself, translates it into higher forms of cooperation and cooperation.

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. During the interactive training, students learn to think critically, solve complex problems based on an analysis of circumstances and relevant information, weigh alternative opinions, make informed decisions, participate in discussions, and communicate with other people. For this, individual, group and group work is organized in the lessons, research projects, role-playing games are applied, work is underway with documents and various sources of information, and creative work is used.

In the learning process, one can distinguish at least the substantive (what to teach), procedural (how to teach), motivational (how to activate the activities of students) and organizational (how to structure the activities of the teacher and students) parties. Each of these sides has a number of concepts. So, the first side corresponds to the concept of meaningful generalization, generalization of educational material, integration of educational subjects, enlargement of didactic units, etc. The procedural side is the concept of programmed, problematic, interactive

learning, etc. Motivational - the concept of motivational support for the educational process, the formation of cognitive interests, etc. Organizational - the ideas of humanistic pedagogy, the concept of pedagogy of cooperation, “immersion” in the subject (M.P. Shchetinin), concentrated training, etc.

All these concepts are in turn provided by technology. For example, the concepts of problem-based learning correspond to such technologies: problem-based interactive learning; problematic; problem-algorithmic; contextual; problem model; modular problem; computer-based training.

The concept and technology of interactive learning are based on the phenomenon of interaction (from English interaction - interaction, impact on each other). In the learning process, there is interpersonal cognitive communication and interaction of all its subjects. The development of the individuality of each student and the education of

his personality occurs in situations of communication and interaction of people with each other. Adequate, from the point of view of supporters of this concept, and the most frequently used model of such situations is the educational game. M.V. Klarin, Y.S. Tyunnikov studied the educational possibilities of the game used in the learning process: games provide the teacher with opportunities related to the reproduction of learning outcomes (knowledge, skills and abilities), their application, development and training, taking into account individual differences, involving students with different levels in the game training. At the same time, games carry the potential for significant emotional and personal impact, the formation of communicative skills, and value relationships. Therefore, the use of educational games contributes to the development of individual and personal qualities of the student.

By the technology of interactive learning, we understand the system of ways of organizing the interaction of the teacher and students in the form of educational games, guaranteeing pedagogically effective cognitive communication, as a result of which conditions are created for students to experience success in learning activities and to enrich their motivational, intellectual, emotional and other areas.

The basis of modern innovative technologies is personality-oriented training. In the practice of teaching a foreign language, I use a number of personality-oriented technologies. Interactive learning technology is one of them. The technology of learning in interaction is based on the use of various methodological strategies and techniques for modeling situations of real communication and the organization of interaction of students in a group (in pairs, in small groups) in order to jointly solve communicative problems. Of course, for me such forms of instruction in interaction are not new, as dialogic - steam room; polylogical - group game. These are the so-called traditional forms of learning. The main idea of training in cooperation is to study together, and not just to do something together. This makes the process of studying the subject interesting, forms and develops students' motivated interest in the subject. The methods used for interactive learning are aimed at enhancing the role of student activity. At present, there is a contradiction between the need of society for a socially active, creative, independent personality and the real state of the educational process in a domestic school. Therefore, the use of an interactive teaching method in school is very relevant today. Although the opinions of teachers on interactive lessons differ: some see the progress of pedagogical thought in them, the right step towards democratizing the school, while others, on the contrary, consider such lessons a dangerous violation of pedagogical principles, forced retreat of teachers under the pressure of lazy students who do not want and do not know how to seriously work. However, I concluded that the use of interactive forms of the lesson enriches not only the student, but also the teacher, expands his methodological tools, stimulates search, initiative, and makes him keep up to date. The purpose of using the interactive teaching

method is to form motivated interest in the English language, to create conditions for the development of students' speech competence in various types of speech activity, which leads to mutual understanding, interaction, and joint solution of common issues.

The task is to make each lesson interesting, exciting and to ensure that it develops cognitive interest, encourages students to actively participate in the educational process.

3.CONCLUSION.

So we conclude that the interactive lesson is an impromptu training session that has an unconventional structure. It is easy to notice that some types of classes were included in the category of interactive lessons, which in the previous classifications appeared as auxiliary, extra-curricular, and extracurricular forms of organization of educational work, and their names give some idea of the goals, objectives, and methods of conducting such classes. It must be concluded that students in the interactive lessons are diligent and diligent. They don't have to get bored. And finally, the marks that the children receive for the lesson are much higher than those they receive in traditional lessons. Interactive teaching methods are a special form of organizing cognitive and communicative activities in which students find themselves involved in the cognitive process, have the ability to understand and reflect on what they know and think. Teacher's place in interactive lessons often comes down to directing students to achieve lesson goals. He develops a lesson plan (as a rule, this is a set of interactive exercises and assignments, during which the student learns the material).

Thus, the main components of interactive lessons are interactive exercises and assignments that are performed by students. The fundamental difference between interactive exercises and tasks from ordinary ones is that in the course of their implementation not only material already learned is fixed, but also new material is studied. Interactive exercises and assignments are designed for so-called interactive approaches.

Thus, the use of interactive forms of teaching English shows that their use makes it possible to instill in students interest in the language being studied; creates a positive attitude to its study, stimulates independent speech-cognitive activity of students; makes it possible to more purposefully implement an individual approach to training; increases the positive motivation of learning a foreign language among students, supports the internal motivation of learning. Interactive aspects of teaching stimulate the intellectual activity of high school students in teaching a foreign language. In addition, to the question "is it worth resorting to interactive forms of teaching in a foreign language lesson?" One can safely and affirmatively answer what is "worth", since learning a foreign language should lead the learner to master speech skills (listening, speaking, reading and writing), realizing the communicative essence of the language. I believe that positive motivation is the key to successful learning a foreign

language. The form of presentation (reportage, messages, role-playing game, discussion) children choose themselves. Using the technology of interactive learning in my work, I came to the conclusion that this forms and improves the general culture of communication and social behavior in general and leads students to practical knowledge of a foreign language.

The most relevant for the teacher, in my opinion, is interactive knowledge test (the ability to conduct an exam, quiz, testing) with an immediate analysis of the results; the lesson can be recorded and saved for later playback

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