

## **INNOVATIVE METHODS AS AN IMPORTANT PART OF LEARNING FOREIGN LANGUAGES**

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My article deals with the necessity and importance of innovative technology in the foreign language classroom. It also discusses in detail multimedia technology acting as a method for special intellectual activity. This technology has a number of advantages compared with other information technology training, as it allows: improvements in the process of organic combinations of traditional and innovative forms and methods of education; implementation of training, information, games, modeling, design and analysis functions; performance of such principles as visibility and accessibility; feasibility of systematic transition from education to self-education; creation of a positive emotional background for learning; and linking theory with practice [4]. The use of innovative learning technology creates the most favorable conditions and contributes significantly to motivation in learning foreign languages.

Technology is a big part of language learning throughout the world at all different levels. We can easily find it in the primary sector as much as in adult education. I no longer need to make the case for computers to be provided in education, because computers are there in abundance in all their modern forms. We may see traditional computers in labs, teachers and students walking around with laptops or tablet PCs, and many people will have a mobile phone in their pocket that is capable of doing rather more than the mainframe computers that started computer-assisted language learning in the 1960s. I do recognize that there are many kinds of digital divide, and that this is not true everywhere. What is still sometimes an issue is the reliability of these technologies for classroom use. This can discourage teachers from making use of technology as often as they would want to. It's compounded by the fact that, if these teachers are working in schools, they are faced with classes of learners who may, on the surface at least, appear to be more digitally competent than their teachers are. Learners can therefore challenge their teachers, in ways that put the

latter off using the technologies that could potentially make such a difference to what happens in the classroom.

In modern society foreign languages is becoming an essential component of professional training. Experts in different fields interested in a high level of language proficiency, because it affects the successful solution of issues and professional growth. In many areas there is a need to establish contacts with foreign partners. School would provide a basic set of knowledge that will help to study foreign language in higher educational institutions, training courses or independently. Today, there is a large set of training materials for people with different levels of language knowledge. The success and the achievement of this goal depends on the applied methods and teacher qualifications. The ability to use information technology and modern teaching methods contributes to the rapid understanding of new material. By combining different techniques, teacher will be able to solve specific educational programs. With this in mind, teachers and students should be familiar with modern methods of foreign languages teaching. They further can choose the most effective techniques to achieve their goal.

The aim of my article is to describe the role of information technologies in learning foreign languages, to state the great importance of IT in the learning process as well as in the process of raising motivation among students to a higher level. The article is called to enroll different multimedia methods, among which the outline of video lessons, role-playing game lessons, and project based learning have the leading role.

As practice shows, a computer, from all the existent means of study, is the best choice to be implemented into the structure of educational process, which meets all the didactic requirements and maximally approach the process of learning foreign languages to the real terms. A computer is capable to provide all-round (enter, current, final) control of educational process as well. Another advantage of a computer is the ability to accumulate statistical information during the educational process. Analyzing statistical data (amount of time spent on correcting errors, right or wrong answers, and implementation of separate tasks), a teacher judges the degree and quality of student's knowledge. Computers also create favorable possibilities for

organization of self-assessment work of students at a lesson of foreign language. Students can use a computer both for the study of separate themes and for self-control of gained knowledge.

Another area that technology supports very effectively is project work. Teachers have always tried to encourage learners to learn about things through language. Getting learners to do work about topics that are of interest to them, or topics that are taught in other parts of the curriculum is a great way to improve their skills. Technology makes this possible wherever you are in the world. Teachers and learners can go online to read or listen to material about different areas of interest, and can then write or speak about what they have discovered, telling others in the class or other classes elsewhere in the world.

Among the various types of innovation teachers are most familiar with training through the use of multimedia tools [5]. Multimedia technology is considered to be information technology training that integrates audiovisual information in several media (text, video, audio, graphics, animation, etc.). The use of multimedia technology is supported by multimedia programs, encyclopedias, dictionaries, and a special information educational environment created for holistic knowledge of the world in the context of computer-aided design and modeling. Multimedia (computer with additional devices) can be a powerful tool for everyone to learn foreign languages through self-study, and allow close monitoring and ongoing operational support [3].

One of the most successful examples of computer technology usage is a Power Point presentation. Foreign language multimedia presentation is a way of showing the creative, newly made, and adapted for the certain level of student's language information as the logically completed selection of slides on certain topics by a teacher. Multimedia presentation is based on the use of audiovisual possibilities of computer technologies. The material positioned as electronic presentations substantially extends possibilities of ordinary educational means due to the use of audio and video tracking and effects of animation.

For the development of speech and other skills used audio and video materials. They allow to gain new information, listen to texts and practice

pronunciation. On lessons used tape recorders, interactive whiteboards, projectors and a variety of multimedia equipment. This ensures diversity in the process of learning a foreign language.

Also there is one more modern example of improving knowledge is role-playing teaching. Role-playing is mostly used when it is needed to analyze a problem and find the best solution. The practice can be tried in different fields like engineering, language learning, etc. Language and engineering students are given a scenario and different requirements to solve a problem, and make a decision in a given environment. For example, in teaching interpreting the role of interpreter can be explained by the role-playing technique. It can be interpreting at a conference, or during a meeting. Similar kind of technique can be applied in every possible course.

Along with positive aspects, there are some negative trends affecting the mass creation and implementation of multimedia technology in the learning process. These include:

1. Lack of ability of existing education systems to make active use of multimedia technology, and to integrate it into the educational process and its organization;
2. Lack of qualified developers;
3. Lack of a developed methodology of multimedia technology;
4. Lack of financial resources for the creation and widespread adoption of multimedia technology;
5. The device is not designed evaluation.

In order to introduce multimedia technology in the learning process, it is first necessary to create conditions for sound pedagogical and methodological application of multimedia technology. The integration of the Internet in education and, in particular, its use in the teaching of foreign languages, is now quite relevant. Currently, most schools and universities in our country are equipped with multimedia rooms for English language learning. These rooms have computers, projectors and interactive whiteboards [6].

In conclusion, innovative methods are an integral part of the modernization of the whole system. Teachers should familiarize themselves with the most progressive approaches and later combine them and use in work. Therefore, the

ability of a teacher to use IT in the educational process became one of the substantial parts of professional competence. Thus, the combination of traditional and newer teaching methods of language teaching will ensure a higher level of learning.

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