NEW INTERACTIVE METHODS IN TEACHING ENGLISH

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Annotation: *This article discusses new interactive methods of teaching English in recent years. In addition, the use of various interactive approaches to make language learning more fun and effective is discussed. The article describes in detail the methods and provides examples of platforms and programs that can be used to implement them, which help students better absorb new knowledge, develop communication skills and increase motivation to learn a language.*

Keywords and expressions: *interactive methods and techniques, gamification, Virtual Reality (VR), Online Language Learning Platforms, Collaborative Learning, Authentic Materials and Real-Life Contexts, Language Exchanges, methods "Fishbone", "Mental map" (Mind Map), "Choose a position", "Cinquain".*

In recent years, there has been a significant shift in teaching methods, especially when it comes to teaching English as a second language. Educators are now incorporating various interactive methods to make language learning more engaging and effective for pupils.

Interactive ("Inter" - mutual and "act" - to act) - means the ability to interact, to be in conversation mode, dialogue with someone. That is, interactive learning is a dialogue learning, in the process of which the teacher interacts with the students. [5, p. 112].

Here are some new interactive methods in teaching English:

1. Gamification. Gamifying English language learning involves integrating game elements, such as competition, rewards, and levels, into the learning process. This approach fosters student engagement, motivation, and healthy competition among learners. Teachers can use online platforms, like Kahoot or Quizlet, to create interactive quizzes and challenges to test and reinforce vocabulary, grammar, and reading comprehension skills.

2. Virtual Reality (VR). With the advancement of technology, virtual reality has become a valuable tool in language education. Utilizing VR headsets, students can immerse themselves in virtual environments where they can practice conversations, visit foreign cities, or engage in language-based scenarios. This immersive experience enhances language acquisition by enhancing situational and contextual understanding.

3. Augmented Reality (AR). Similar to VR, augmented reality brings interactive elements into the classroom. Teachers can use AR apps to overlay digital content onto physical objects, making learning more interactive and engaging. For instance, students can point their devices at objects or flashcards and see 3D models, animations, or additional information related to the vocabulary they are learning.

4. Online Language Learning Platforms. With the rise of e-learning, various online platforms have emerged to facilitate language learning. These platforms offer interactive lessons, personalized feedback, and adaptive learning techniques. Some examples include Duolingo, Babbel, and Rosetta Stone. These platforms often use gamification and multimedia elements to make language learning more enjoyable and effective.

5. Collaborative Learning. Collaboration and teamwork are essential skills in today's globalized world. Incorporating group activities and projects in English language classrooms allows students to practice their language skills while fostering cooperation, critical thinking, and problem-solving abilities. Group work can involve discussions, debates, presentations, or even creating multimedia projects, such as videos or podcasts.

6. Authentic Materials and Real-Life Contexts. To make English learning more relevant and meaningful, teachers are using authentic materials, such as newspaper articles, podcasts, videos, and songs. These materials expose students to real-life language use, cultural references, and current topics of interest. By analyzing and discussing authentic materials, students develop their language skills while gaining insights into the target language's culture and society.

7. Language Exchanges. Language exchanges provide students with opportunities to practice their English skills with native speakers or other language learners. This can be done through video calls, online chat platforms, or face-to-face meetings. Language exchanges promote conversational fluency, cultural exchange, and intercultural understanding.

These interactive methods in teaching English aim to create immersive, enjoyable, and effective learning experiences. By incorporating technology, collaboration, authentic materials, and real-life contexts, language educators can engage students and help them develop their English language skills more successfully.

Currently, the state educational standard has high requirements for pupils. Short terms of mastering topics and a large amount of information are the modern conditions of the educational process. In order to make such requests, new learning methods should be found. Due to this, there has been a transition in the methodology of teaching English from a communicative approach to an interactive one. The interactive approach is one of the varieties of the communicative approach.

The purpose of interactive learning is that all participants of the lesson are in interaction. They are all actively involved in the learning process. The teacher performs the function of an assistant.

In the course of dialogue communication, students learn to think, solve problems, make decisions and participate in discussions. Modern pedagogy has many interactive methods. Among them are the following:

- ☐ Creative tasks;
- ☐ Educational games (role-playing games, educational games, etc.);
- ☐ Work in small groups, pairs, threes (the technique of "2,4, together");
- ☐ The "Carousel" method;
- ☐ "Aquarium";
- ☐ "Brainstorming" or another name for "brainstorming";
- ☐ "Openwork saw";
- ☐ "Brownian motion"";
- ☐ Making a mental map;
- ☐ "Choose a position";
- ☐ Debates;
- ☐ Using the design methodology.

This list can be expanded, because each teacher can introduce their own techniques and methods.

The technique of drawing up a "Mental map" (Mind Map). For the first time, the term was proposed by a British psychologist, the author of the memorization technique Tony Buzen. The map is a diagram where various ideas, tasks, and theses related to each other and united by some common problem are clearly demonstrated. The map allows you to cover the whole situation as a whole, as well as keep a large amount of information in your mind at the same time. Graphically, this map can be drawn in the form of a sun (in the center of which the basic concept is indicated) from which the rays of association depart. For example, a "mental map" of phrasal verbs. In the center is written the verb (to look - to look) from which the prepositions with which it is used radiate (to look for - to search; to look after - to take care; to look on - to count, etc.).

Another example of such a map is the "Fishbone" method. We are offered the skeleton of a fish. In the "head" we highlight the main problem, on the upper bones the students highlight the cause of the problem, and on the lower ones the facts reflecting the essence of the problem are written out.

The "Choose a position" method. Students are given a problematic question where they should split into 3 groups. The first group has a point of view "For", the second "Against" and the third "I don't know, I haven't defined my own position." Students are divided into groups, discussing the correctness of their position. One or more members of each group argue their position, after which there is a collective discussion of the problem and making the right decision. For example, a discussion of such a problem as "The Internet".

Initially, the teacher provides the students with the phrase: Just a century ago we didn't even know about computers and the Internet. But today we take them for granted and can't imagine our life without these inventions, especially without internet... After that, the topic is discussed in groups.

The most interesting method used in practice is the "Cinquain" method.

Cinquain – (from the French cinquains, English cinquain) is a five-line poetic form that originated in the United States at the beginning of the 20th century under the influence of Japanese poetry. Later it began to be used for didactic purposes, as an effective method of developing figurative speech, which allows you to quickly get a result [1, p. 105].

1. The first line is the designation of the topic using a single word (noun);

2. Description of the topic (2 adjectives);

3. Description of the action, according to the proposed topic (3 verbs);

4. Making up a 4-word phrase that expresses an attitude to the topic (different parts of speech);

5. Selection of a synonym for the topic (1 word).

We conducted this method for the first time with 5th grade students. The topic we were studying at that moment was "Travel". The work plan was as follows:

1. At the beginning of the lesson, the teacher should introduce the students to the cinquain method and explain the rules of writing.

2. Then 5-10 minutes are given for the students to compose and exchange their options.

3. After that, the reading of the cinquaines and the selection of the most appropriate options are carried out.

Here are some examples of some works:

1. Travelling	1. Travelling
2. Exciting, useful	2. Wonderful, unforgettable
3. To go, to fly, to swim	3. To rest, to visit, to relax
4. The best way to relax	4. To know about culture
5. My dream	5. Tour

It should be noted that interactivity will be more effective if multimedia technology is applied in practice. Interactive methods also include presentations using various auxiliary tools.

In conclusion, it is worth noting that the interactive teaching method increases motivation in learning English, the learning process becomes more interesting and exciting, and students feel more free. In addition, all methods and techniques develop communication skills, teach you to work in a team and listen to each other.

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