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WAYS OF USING MODERN PEDAGOGICAL TECHNOLOGIES IN THE CLASSROOM IN PRIMARY SCHOOL

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ABSTRACT

Modern English teaching techniques have achieved a great deal of success thanks to the usage of technology. The majority of contemporary English teachers actively integrate a variety of technology technologies meant to improve instruction. As a result, the current study looks at a number of aspects of the technology used in teaching English, such as the creation of creative curricula using the most recent scientific and technological advancements, ensuring that teachers deliver quality content to equip students with technological skills, and providing modern and audio-visual tools. Establishing platforms for student teachers that increase the efficiency of technical courses and language instruction. For the aims of this study, relevant material was studied, the technology was recognized linguistically and historically, and the interactions with contemporary teaching techniques were thoroughly evaluated. In this situation, the researcher identifies the primary research issue, emphasizes the significance of the study aims and hypotheses, and offers recommendations. The paper ends with some suggestions for enhancing teaching strategies through the broad application of contemporary technologies.

Keywords: modern technology, methods, tools, materials, devices, systems, strategies, modern pedagogy, Information Communication and Technologies (ICT).

INTRODUCTION

It is generally accepted that the use of modern pedagogical technology in teaching English includes the creative application of techniques, apparatus, materials, devices, systems, and strategies that are specifically applicable to the instruction of the English language and result in the accomplishment of the desired objectives. Since technology presents a number of potential opportunities to improve both the content and delivery of the pedagogies typically associated with traditional English language instruction, it is particularly true of English language teaching, despite the fact that technology is now generally accepted as an important educational and auxiliary tool across a range

of teaching and learning contexts. This is usually accomplished by allowing the student and/or teacher to repeatedly go over challenging material until they have completely absorbed and retained it.

The idea of adopting current technology is not just confined to the use of contemporary gadgets and appliances, but also applies to the introduction of novel teaching techniques and systems that promote a quicker and more thorough learning progression. According to prevalent educational ideas, pupils are better able to acquire and refine their language knowledge and abilities when they make use of the learning potential of technology. The integration of the contemporary methods system and association with other components that assist students by helping them achieve the desired goals is strengthened by the use of technology in English education. Hence, using contemporary technology in teaching English has become essential, especially in light of remarkable advancements across a variety of sectors and disciplines. The adoption of contemporary technological tools like computerization, multi-media devices, mobile phones, audio/visual effects applications, and social media by the education sector is crucial if it is to optimize English language instruction and equip teachers to connect with classroom language learners in a sophisticated manner. Access to software, programs, and a variety of supplementary platforms and resources that can hasten the teaching and learning of English is made simple, quick, and almost endless by the Internet. Although everyone may have access to these advantages, it should be highlighted that teachers frequently play a vital role in using the various tools and instructional approaches. Furthermore, a lot of these programs are created expressly to support the teaching of English in a way that increases student comprehension and English language proficiency. The 21st century is frequently referred to as the technological era. In today's world, technology is crucial to our daily life.

MAIN PART

Innovations in a person's professional endeavors are inevitably the focus of research, analysis, and execution. Educational innovation involves modifications to the subject matter and technological aspects of education and raising with the goal of improving efficacy. Hence, the creation and development of novel content and organizational structures is the innovation process. In general, the conception, development, application, and diffusion of innovations is viewed as a complicated activity. A student with a conventional system should experience a qualitative change in personality as a result of creative activities. The main goals of innovation are the growth of the capacity to inspire actions, to independently orient oneself in the information received, the

formation of creative non-conventional thinking, the development of children through the fullest disclosure of their innate abilities, and the use of the most recent scientific and technological advancements.

Innovative teaching methods include a variety of pedagogical techniques, such the use of multimedia technology, which incorporate text, images, and video into the learning process. When compared to other technical training, multimedia provides for the best instruction since the principle of visibility is more effectively implemented and helps to enhance students' theoretical knowledge and practical class abilities**.** The usage of slide films in the classroom enables us to visually illustrate to the entire group the proper working techniques and their order, which is very challenging to achieve by exhibiting them directly on the working meter. The dynamics of technical processes and the unique characteristics of each operation are studied by the pupils. It is possible to distinguish the instructional material, assign tasks based on the readiness of a particular group of students, and take better use of each student's talents since educational films can contain content with differing degrees of difficulty.

To a doubt, in a modern classroom, a computer is only useful as a multipurpose training tool for technical skills. When compared to other technical training, multimedia provides for the best instruction since the principle of visibility is more effectively implemented and helps to enhance students' theoretical knowledge and practical class abilities. The usage of slide films in the classroom enables us to visually illustrate to the entire group the proper working techniques and their order, which is very challenging to achieve by exhibiting them directly on the working meter. The dynamics of technical processes and the unique characteristics of each operation are studied by the pupils. It is possible to distinguish the instructional material, assign tasks based on the readiness of a particular group of students, and take better use of each student's talents since educational films can contain content with differing degrees of difficulty. To a doubt, in a modern classroom, a computer is only useful as a multipurpose training tool for technical skills. I choose teaching strategies that encourage students' practical and cognitive activities, broaden their perspective on polytechnics, develop practical skills, and help develop a creative personality. When I plan the lesson, I consider the little changes that will be made in the way that kids grow their attention, memory, observation, fantasy, and morality. To accomplish these changes, I will employ meticulous procedures. Several pedagogical tools are employed in contemporary classroom instruction to support students' development of their creative skills. The most effective creative design technologies for teaching, in my opinion, are in the field of education technology. Students expand their creative abilities and learn the fundamentals of creating current technologies via project-based

learning activities. The project method is a didactic tool that encourages the development of goal-based abilities and enables students to identify the most effective strategies for achieving the set goals with the help of the teacher. Throughout my work to help students develop their creative talents, I became persuaded that extra emphasis needed to be paid to the development of student motivation, information mastery, and a creative approach to teaching. Creativity, the capacity to move around in the information environment and autonomously construct one's knowledge, are at the core of the project methodology. Students should initially be acquainted with the fundamental design strategies since design technologies are at the core of project methodologies. It is crucial to cultivate in them a consistent interest in technical innovation, which helps them comprehend the composition and structure of the technological process in public and guarantees the application of the learned information to a wide range of contexts. Heuristic and research-based teaching strategies that must accommodate students' creative requirements are extensively used in the didactic teaching system. The efficacy of acquiring the required knowledge is ensured through control and self-discipline. Despite the kids' high levels of emotional activity, complicated study can serve educational and developmental purposes. By using the project's methodology, I am able to create clear connections between students' academic understanding and their actual tasks. The project-based learning approach is a teaching strategy that emphasizes learning by doing.

Educative technology the "project approach" is a flexible, evolving system that may be enhanced using cutting-edge educational knowledge. With the addition of the stage of the project in practice by doing, the structure of students' reflective activity while addressing issues using the technique of projects is comparable to that of a professional designer's reflective activity. It should be highlighted that the teacher's primary responsibility is to set up the students' educational activities in a way that mimics the early phases of design technology. Both physical products and industrial processes and services may be designed. It is important to remember that the instructor is in charge of the modeling activity and that it focuses on simulating (modeling) the structure and content of the technology that the students are studying during the learning process.

All upcoming activities are initially conceptualized by the students in a theoretical manner, with the necessary identification of potential issues and inconsistencies as well as the development of solutions. The second stage is where all concepts are put into action. The created activity plan serves as the foundation for all actual actions. The students' theoretical frameworks may be honed, clarified, and modified as the project develops. The general organization of the work does not alter, reproducing

(modeling) the fundamental rules of design technology. I bring the students' attention to the following ideas in light of all the possible ways to design the educational process:
– basic information about design;
– methods of design;
– personal design factors;
– design engineering;
– artistic design;
– Technology evaluation of proposed projects.

The creative project, like any autonomous effort, is the ultimate outcome. How exactly and accurately technological operations have been carried out, and how thoroughly and firmly obtained the gained information will be, will determine how the project will be evaluated. When working on a school project, pupils' autonomous work and one of the key phases of their education are first and foremost demonstrated. You gain independent learning by instructing others. After learning about this pattern, the student tries to share what they have learned with others. Students gain presentation skills, problem-solving skills, the ability to debate opposing viewpoints, and response skills while defending their project.

The employment of cutting-edge technologies in the classroom not only increases students' motivation and makes classes more varied and engaging, but it also helps teachers grow professionally. The satisfaction of seeing the fruits of one's effort and the pursuit of new, more logical teaching strategies all help to improve a teacher's reputation.

The project activity's aim is the development of a unique educational environment that enables the growth of thinking, memory, and the capacity to draw knowledge from a variety of sources, as well as the cultivation of spiritual and communicative skills and the discovery of abilities. Project-based learning encourages both teacher and student success. The kids have mastered a variety of arts and crafts tasks that need creativity.

To sum up, traditional teaching approaches will continue to be used despite sincere efforts to update them. There should be a gradual transition away from lingering antiquated techniques in English and toward the use of current technology made available by computers, smart devices, displays, audio-visual materials, and electrical methods. This study emphasizes the significant learning potential, numerous advantages, and cost-effectiveness of technology in the language classroom. It also discusses how these factors affect students' ability to learn, the costs associated with infrastructure development, and how to inspire teachers to overcome these challenges.

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