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## INNOVATIVE TECHNOLOGIES IN FOREIGN LANGUAGE EDUCATION

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***Abstract.** The integration of innovative technologies into foreign language education has transformed traditional teaching methods, offering more engaging, personalized, and effective learning experiences. This article explores the impact of various technologies, including language learning apps, virtual reality (VR), artificial intelligence (AI), online language exchanges, gamification, augmented reality (AR), e-learning platforms, speech recognition software, interactive whiteboards, and social media. By leveraging these tools, educators can provide immersive and interactive environments that enhance vocabulary, grammar, pronunciation, and cultural understanding. The article highlights how these technologies cater to diverse learning styles, making language acquisition more accessible and relevant in a globalized world.*

**Keywords.** *Gamification, Duolingo, Artificial Intelligence, Tandem, Websites, leader boards, Kahoot, target language, smart boards, Facebook, E-learning platforms.*

**Language Learning Apps:** Language learning apps such as Duolingo, Babbel, and Rosetta Stone have become immensely popular. These apps use gamification to keep learners motivated, providing bite-sized lessons that can be practiced anytime and anywhere. Features like speech recognition help improve pronunciation, while interactive exercises enhance vocabulary and grammar skills.

**Virtual Reality (VR):** VR technology creates immersive environments where students can practice language skills in realistic contexts. For example, tools like Mondly VR offer virtual experiences such as ordering food in a restaurant or asking for directions, allowing learners to practice conversational skills in a simulated yet authentic setting. This immersion helps overcome the limitations of traditional classroom environments.

**Artificial Intelligence (AI):** AI-powered platforms provide personalized learning experiences by adapting to each student's proficiency level and learning pace. AI tools like chatbots enable students to engage in real-time conversations, receiving instant feedback and corrections. Platforms such as Lingvist use AI to analyze students' progress and tailor lessons to target areas needing improvement, making learning more efficient.

**Online Language Exchanges:** Websites and apps like Tandem and HelloTalk connect language learners with native speakers around the world. These platforms facilitate language exchange partnerships, where learners can practice speaking and listening skills through text, audio, and video chats. This real-world practice is invaluable for developing fluency and understanding cultural nuances.

**Gamification:** Gamification involves incorporating game elements into learning activities to make them more engaging. Language learning platforms use badges, leader boards, and progress tracking to motivate students. Games specifically designed for language learning, such as Kahoot! and Quizlet, make

vocabulary and grammar practice fun and competitive, enhancing retention through repeated exposure in a playful context.

**Augmented Reality (AR):** AR apps like MondlyAR and Google Translate's AR feature overlay digital information onto the physical world, making language learning interactive and contextually relevant. For instance, students can point their device at an object to see its name and pronunciation in the target language, bridging the gap between theoretical knowledge and real-world application.

**E-Learning Platforms:** Comprehensive e-learning platforms like Coursera, edX, and Udemy offer language courses from universities and institutions worldwide. These platforms provide structured courses, often with multimedia content, quizzes, and peer interaction, allowing students to learn at their own pace while having access to high-quality educational resources.

**Speech Recognition Software:** Speech recognition technology, embedded in many language learning apps, helps students practice pronunciation and intonation. Tools like Google's speech-to-text services and apps like ELSA Speak analyze spoken language and provide detailed feedback, enabling learners to refine their speaking skills through practice and correction.

**Interactive Whiteboards and Smart boards:** In classrooms, interactive whiteboards and smart boards facilitate dynamic and collaborative learning experiences. Teachers can use these tools to present multimedia content, conduct interactive exercises, and engage students in group activities. This technology enhances visual and auditory learning, making lessons more engaging and effective.

**Social Media and Online Communities:** Platforms like Facebook, Reddit, and language-specific forums provide opportunities for learners to engage with a global community. Joining language learning groups, participating in discussions, and accessing user-generated content can enhance language skills and provide cultural insights. These communities offer support, resources, and real-world practice opportunities.

**Conclusion.** The integration of innovative technologies in foreign language education has significantly enhanced the way languages are taught and learned. By

making use of language learning apps, VR, AI, online exchanges, gamification, AR, e-learning platforms, speech recognition software, interactive whiteboards, and social media, educators can provide a more immersive, personalized, and effective language learning experience. These technologies not only make learning more accessible and engaging but also equip students with the skills needed to communicate effectively in a globalized world.

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## METHODS OF TEACHING ENGLISH LANGUAGE FOR PRESCHOOLERS AND PRIMARY SCHOOL STUDENTS

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***Annotation.** The article covers preschool and primary school lessons in foreign languages the importance of integration and the use of innovative technologies illuminated. Prospective primary school teachers teach students The process is carried out on the basis of integration with foreign languages, their social life and to be able to use them effectively in scientific activities.*