TEACHING ENGLISH TO STUDENTS THROUGH INTERACTIVE METHODS

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Annotation: This article provides teaching English to youngsters by using interactive methods as well as ways to use different techniques during the lesson.

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Interactive learning is a pedagogical approach that integrates social networking and urban computing into the design and delivery of manners. Interactive learning has emerged from the hypergrowth in the use of digital technology and virtual communication, particularly by students. Since around 2000, students entering higher education have come to expect interactive learning to be an integral part of their education. The use of interactive technology in learning is as natural to these students as the use of pencil and paper was to previous generations. The Net Generation or Generation Y is the first generation to grow up in constant contact with digital media. Also known as digital natives, their techno-social community ties into their natural use of technology in every aspect of learning, with their ability to learn in new ways beyond the classroom, this generation of students are pushing the boundaries of the instruction. The use of digital media in education has led to an increased use and reliance on interactive learning, which in turn has led to a revolution in the basic educational process. Increasingly, students and teachers rely on each other to access sources of knowledge and share their information, expanding the overall scope of the educational process to include not only teaching but also the expansion of knowledge.

The shift from roles of knowledge keeper to learning facilitator presents both a challenge and an opportunity for educators to transform the way their students learn. The boundaries between teacher and student are less important in interactive learning. The internet makes many tools, communities and resources for learning English available to anyone with a computer and an internet connection. Interactive English, which uses audio-visual cues to aid learning and self-testing, is one such tool. Interactive English websites usually contain pages with visual aids that can be activated by the user with a click of the mouse to generate spoken or written vocabulary or a link to a self-test quiz.

The term " interactive English" is also used by physical English schools to refer to a learning style that involves discussion, role play, and frequent interaction with the instructor. In a typical language school, many learning methods are based on passive activities such as listening and reading. While these activities are necessary for any student wishing to learn English grammar and vocabulary, they should be complemented with others to facilitate the acquisition of communication skills. Interactive English learning techniques help develop these communication skills by demanding a response from the student, whether participating in discussions with other students, interacting with the teacher, or working with audio-visual teaching devices. Interactive learning methods are based on the theory that the reproduction of speech for the purpose of direct communication accelerates the assimilation of grammar and vocabulary.

The socialization of education evolves in the form of personalized digital media sources. Weblogs, or blogs, allow students to express thoughts and ideas individually while sharing them with the wider community. The ubiquity of social networks such as MySpace and Facebook connects

millions of students to a virtual community where information is laterally exchanged between and between students and teachers. This explosion of community contributes to a growing learning economy, where participants have unparalleled access to knowledge, both from teachers and from other students.

Urban informatics

This set of technologies includes the use of wireless networks, smartphones and PDAs, search engines, and location-based media. Urban computing enables greater interactivity between people and their environment through the use of these technologies. For interactive learning, this means that students are able to absorb knowledge specific to their location.

The concept of Serious Games consists of immersing students in virtual worlds through role-playing games and interactive community games. For learning, this means that the collaborative, critical thinking and problem-solving practices encouraged in digital games make serious games a key form of pedagogy. Adapting the game to a form of experiential learning poses real educational problems within the framework of a planned programme. In addition to their inherently engaging qualities, games have been touted for their ability to teach ill-defined problem-solving skills, evoke creativity, and develop leadership, collaboration, and other valuable interpersonal skills.

Apply interactive learning

To be effective, educational institutions must view computers and related technology as an integral part of the student. In other words, technology should be seen as a cognitive prosthesis. The basic concept of distance learning is that the real world becomes the learning environment; In this environment, the instructor's goal is to facilitate the absorption of knowledge through real and virtual learning experiences. Historically, one of the barriers to distance learning has been the lack of face-to-face contact. The use of technology as an integral part of the course design attempted to compensate for synchronous and asynchronous attitudes. Technologies such as video conferencing and web conferencing are typically used to deliver synchronous content. An example of this is the growing use of Skype and GoToMeeting for virtual classroom discussions and lessons. For asynchronous content delivery, course designers use a variety of software suites that contain different types of interactive elements. Programs like WebCT, Knowledge Forum, FirstClass, Raptivity, and Blackboard Learning System seek to ameliorate out-of-touch with online discussion forums and message boards. It is essential that a knowledge-forming community can develop for learning to be successful. Differences between interactive and passive learning

Interactive learning is any type of school work or academic plan that uses computer technology to emphasize or teach specific material. Online lectures and virtual classrooms are examples of highly interactive learning, but almost whenever a computer enters the academic space, such as as an educational game or as a structured research tool, the resulting lessons can be considered interactive. In some circles, hands-on learning is considered interactive. While this application is good, it is usually considered outdated. When modern academics talk about classroom interactivity, they are almost always talking about technology and usually referring to the Internet. Interactive learning is generally considered the opposite of passive learning, which is based on observation. Students generally need a combination of passive and active learning to master concepts. When everything is interactive, students run the risk of becoming overexcited or losing sight of the main objectives. However, when teaching is completely passive, students may experience diminished interest and concentration. Teachers typically strive to balance passive learning techniques such as lecturing and independent reading with more active assignments that integrate technology and force

students to apply lessons in new and often unexpected environments. The two systems usually work best when played against each other.

Classroom games provide students with the opportunity to learn while participating in a contest. These games can take various forms and can be applied to almost any subject. There are definite benefits to incorporating games into the classroom. By moving away from the traditional teaching and teaching methods of decades past, educators can allow their students to benefit from highly engaging interactive games. involve students

Although lectures and individual activities have been widely used in the classroom for centuries, these tools are not the most effective tools for motivating students. Games are often significantly more effective at promoting student engagement in the lesson. Participants in games have an intrinsic motivation to win. This drive will keep them engaged and they will learn on the go. Games also allow students to interact with the material in a hands-on way, instead of just being given the information and asking them to save it. Promote teamwork

While some games are solitary activities, many require teamwork. Students need teamwork as soon as they leave school and enter the real world. Teamwork is useful in many situations. By allowing students to participate in games, teachers give them the opportunity to practice working together. To work effectively as a team, students must respect their teammates and work with these people to reach a conclusion or solve a problem. In the real world, we often have to work with people we don't like, just like in classroom games, where we don't always work with our best friends. Build good sportsmanship

Sportsmanship is the ability to respond gracefully to winning and losing situations. Individuals who exhibit good sportsmanship do not sulk at loss or show outward signs of anger at defeat. They probably still feel dismay at their loss, but manage to channel that emotion into preparing for a future match. Likewise, victors don't become overly boastful or arrogant. They can celebrate their victory but not at the expense of their opponent. As students play during their education, they develop the skills needed to be a good athlete. Dealing with victory or defeat in such a sophisticated way takes practice, and these academic games give students the practice they need to gain the ability to respond appropriately to both outcomes. Practice problem solving skills.

Success in many classroom games requires problem solving. To win, students must find an answer or complete a puzzle. When teachers allow students to participate in these games, they give them an opportunity to practice and hone their problem-solving skills. The more students practice solving these complex problems, the better they will become at critical thinking.

English is an essential tool for the learners for career increase and social advancement, that’s why it should be taught as a functional language.

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