

SMART TECHNOLOGIES IN ENGLISH TEACHING: GOOGLE CLASSROOM AND ITS EXTERNAL APPLICATIONS**Zhamysheva Khabiba**habibazhamysheva@gmail.com1st year master student in “Foreign Languages: Two Foreign Languages”

L.N.Gumilyov ENU, Nur-Sultan, Kazakhstan

Supervisor – A.M. Abdykhalykova

English has firmly established the position of “international language”, its study becomes necessary in all areas, and its fluency is an integral part of the modern specialist skills. Therefore, learning English requires new teaching methods. At the moment, the communicative-cognitive approach to learning is one of the main methods in teaching English. It gives students the most important skill that is required from language learning – not only knowledge of grammar and a wide vocabulary, but also the ability to communicate in the language. However, methodists and teachers still face the question of how to make language learning faster and more effective. Of course, given the fact that we live in a time of rapid development of technology, scientists are turning to the use of Smart technologies in the study of foreign languages. According to Zavrzhin, the concept of Smart technologies arose as a result of penetration into our lives of various smart devices that greatly facilitates both everyday life and professional activities. Term “Smart” implies improvement of devices’ intelligence level that forms the environment for any kind of activities [1]. Modern students from an early age are surrounded by a variety of gadgets and smart devices, and are familiar with a variety of games, applications, sites and platforms. As well as programmers come up with an increasing number of benefits for learning. And it would be a huge omission not to enjoy the achievements of progress, which greatly simplify the work of teachers, making it easier to store course materials, conduct tests, check and collect assignments and etc. But among all this abundance becomes difficult to choose the most effective tools, and that is why we would like to introduce you to some of the most accessible, understandable and proven sources. But first, the definition of "Smart technology" comes to the fore. What makes technologies “smart”? According to Bullough, it is the ability of technologies to take into account conditions and environment, and the ability to adapt to them [2]. On the other hand, the words *smart* and *intelligent* are often used to refer to the latest IT market high-tech products. According to Pantea Foroudi et al., an electronic device with Internet access and used in interactive mode is called “smart”. And this is the most common concept [3]. Also speaking about smart technologies, it is worth mentioning about the Canadian company «SMART technologies» with which boards this term is mostly associated. They invented the world's first interactive whiteboard in 1991 and named it “Smart-board”. They also produce other “smart” products that are widely used in education and business [4]. As reported by Zavrzhin, in education, the meaning of SMART is understood, firstly, as the use of smartphones and other similar devices to deliver knowledge to students; secondly, as the formation of an integrated intellectual virtual learning environment, including the use of SMART devices [1].

Focusing on the second definition, which gives Zavrzhin, we would like to highlight the following tool for learning English – **Google Classroom** - a free web service developed by Google for educational purposes to simplify creating, distributing and grading assignments in a paperless way. Google Classroom combines Google Drive for assignment creation and distribution, Google Docs, Sheets and Slides for writing, Gmail for communication, and Google Calendar for scheduling [5]. The program allows teachers to distribute tasks among students, check the finished works, use a variety of forms of interaction with them. This service provides all the technical conditions that are suitable for the implementation of the methodological basis of teaching, allowing the teacher to be the organizer of independent work of students. Namely, the Class is integrated with Google Docu-

ments, Google Drive and Gmail, and with these services, teachers can assign tasks, as well as attach materials to them – documents, links and images. All actions are performed online with using a computer or mobile devices. Students enter the Classroom, view the assignment, and complete it online. When the student delivers the assignment, the teacher can immediately see it in the tape chart.

Service Google Classroom gives teachers the following opportunities:

- can communicate with students in the Stream;
- create and organize content on the Classwork page, where can add doc. and video materials;
- give feedback with the grading tool;
- use the Android/IOS apps to manage classroom on the go;
- students can easily join classes with a unique code.

Equally wide range of opportunities provided by this service for students:

- choice of time and place of work;
- ability to perform tasks online in "Google docs" or in the space of the course;
- correction of the task, work on errors;
- communication with the teacher in different formats (personal letter, question in the comments to the task), the ability to see the points set by the teacher;
- receive e-mail notifications about new tasks and comments for each student;
- reminder of the deadline for assignments;
- ability to interact with other participants of the course.

All these opportunities give the teacher more freedom and flexibility in the selection of educational materials combined with unlimited possibilities of their use. Thus, we can point out that Google Classroom offers a unique platform to facilitate workflow, digital production and communication between students and teachers. It is available for free to universities, it has no ads and never uses your personal content for promotional purposes. This app is both student and teacher oriented since it organizes everything by putting all the assignments and works in one place. Creating assignments, making copies, monitoring, data collection and evaluation, and recording and returning work to students is a time-consuming process. Google Classroom simplifies these steps by combining and organizing everything in one place.

At the moment, many external applications are also working with Google Classroom, which involve students in the learning process with interactive learning tools.

Classcraft is a free educational online role-playing game that teachers and students play in class. Using the principles of modern games, it gives students the opportunity to improve their level, work in a team and get the ability to interact with the real world. As a game background for the curriculum, Classcraft completely transforms lessons for the entire year. Student in the beginning of the game creates a character: warrior, mage or healer. These classes have certain abilities: a warrior can eat in class, a mage can get extra minutes in the exam, and a healer can listen to the iPod during the test. Naturally, there are many points for which the teacher can fine students. Classcraft is able to work in three directions:

- increases student motivation with real risks and rewards;
- teaches meaningful interaction, through the division of students into teams, where the success of each depends on teammates;
- improves behavior in the classroom itself and makes learning fun [6].

Pear Deck slides is very similar to a slide show, like PowerPoint or Google Slides. But instead of just static, informational sites, you can make interactive slides that let every student participate in your questions or prompts right from their own devices. When you present your Deck, you will get a unique code for students to use to join your presentation from their phone or computer. Pear Deck is also a Google Drive App. This means that it's fully integrated with the Google ecosystem. Here are some of the great benefits of Google integration:

- Use the Pear Deck for *Google Slides Add-on* to add the magic of formative assessments and interactive questions to your presentations right from Google Slides.

– Students don't have to make a Pear Deck account or remember a new password to join your presentation. They just use their school Google account.

– When you create a new Pear Deck file, it's automatically stored in a "Pear Deck" folder in your Google Drive. You can organize it, share it, and collaborate on it just like any other Google Doc.

– You can hook up Google Classroom to Pear Deck so that you can directly invite your Classroom Rosters to your Pear Deck presentations

– After class, you can publish Student Takeaways so that every student in the class gets a personalized Google Doc with all the slides and their answers. Because it's a Google Doc, you can leave comments for the students [7].

Quizizz allows you to conduct student-paced formative assessments in a fun and engaging way for students of all ages. The salient features include:

- questions appear on each student's screen, so they can answer questions at their own pace, and review their answers at the end.

- can be played by students using any kind of device with a browser, including PCs, laptops, tablets, and smartphones. Learn more.

- teachers around the world create thousands of great questions on Quizizz every day. This community effort generates great content that everyone can use.

- reports give you detailed class-level and student-level insights for every quiz you conduct. You can also download the reports as an Excel spreadsheet.

- teachers have multiple options to customize their quiz session to toggle the level of competition, speed, and other factors.

This integration makes it seamless for teachers to assign Quizizz games to their class. Students can join a Quizizz game with one click and all their performance data is sent back to Classroom.

Actively learn provides the richest content library with thousands of authentic texts. The application is not designed specifically for language learners, but can be used optionally by teachers who can choose the texts for a particular level of students according to the topics studied. Actively learn helps teachers transform student reading, reduces student reading struggles and foster more thinking, writing and collaborating. And thanks to integration with Google Classroom getting started with Actively learn has never been easier. With Google Classroom and Actively learn you can easily sync your Google Classroom rosters to Actively learn and sync your Actively learn assignments and grades back to Google Classroom. Syncing your classroom rosters to Actively learn is just a few clicks. After creating your account, add new class and import courses from Google Classroom. When your students click the Google button to sign up on Actively learn they automatically join your class and can start reading any texts you assigned [8].

From the above, it follows that the integration and interconnection of all these Google Classroom services creates a Smart environment that promotes motivated and active learning of English. And such an integrated approach to language learning corresponds to modern innovative methods and includes personality-oriented and activity-oriented approaches. Therefore, the use of Google Classroom is promising orientation, the effectiveness of which we want to explore in further studies.

Literature

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