

## USING ONLINE APPLICATIONS IN FLT

**Kudaibergenova A.M.**

anar.kudaibergenova@bk.ru

Master student of Philology faculty of L.N.Gumilyov Eurasian National University

**Scientific adviser – Dukembay Gulzhannat Nazymbekkyzy**

**Annotation:** The article is devoted to the use of intelligent technologies in teaching a foreign language. Learning English using online applications is relevant today. Also, online applications are an innovative approach to education. The educational process is being discussed the potential of using mobile apps to master a foreign language.

**Key words:** *information technologies, digitalization, teaching foreign language, education, tools, online applications*

Due to the latest events in the world, all institutions had stopped their work, except for production companies. And educational institutions were moved up to distance learning. Now all teachers of schools, colleges and universities teach their subject at home using the internet. The students receive assignments, perform and give feedback from the comfort of home. This brought a new wave to the education sector in Kazakhstan and our teachers and students were shocked. Because it was something new for us. Up to now we have used traditional method of learning, namely face to face learning. All educational institutions are planning distance learning in the first half of the 2020-2021 academic year. And our education system is taking one step to modernization.

The modern period of development of society is characterized by the strong influence of information technologies that penetrate into all spheres of human activity, ensure the spread of information flows in society, and form a global information space. An integral and important part of the digitalization of society is the digitalization of education.

According to E. S. Polat, new pedagogical technologies and any other ones currently used or just emerging in the minds of scientists and teachers are unthinkable without the widespread use of new information technologies [1].

At the same time, one of the directions of the modern stage of digitalization of education is connected with the use of information technologies for teaching various subjects. Currently it is very convenient to use mobile phones for online learning. Because everyone cannot allow themselves to buy laptop or PC, however most people have mobile phone, so step by step we can move to applications which is free to download in mobile phone.

At the moment, there are about 1.5 billion mobile phones in the world, which is three times more than traditional computers. As technology advances, mobile devices are gaining new technical capabilities, increasing the speed and reliability of data transmission in wireless communication channels. Mobile phones, smartphones, and tablet computers are becoming a major part of a person's digital life [2]. According to available data, over the past 5 years, the number of children who can use

a computer and mobile information technologies has increased by about 10 times. Now almost everyone has a mobile device, it is a convenient tool for accessing any information, but students do not always use their smartphones, communicators and tablet computers for educational purposes. As revealed in many studies, children are familiar mainly with gaming computer and mobile programs and applications, use their mobile phones and computer equipment for entertainment. At the same time, cognitive, in particular educational, motives for working with a computer are approximately in the twentieth place. Thus, mobile technologies are not used enough to solve cognitive and educational tasks, and have not yet found their proper application [3].

Attention to interactive technologies in the context of our research is largely determined by the fact that mobile computer technologies expand the list of interactive educational equipment, implement the model of an interactive multimedia whiteboard "in miniature". This, in turn, means that these areas of informatization of education complement each other, and their joint development can enrich both the theory of mobile learning and the theory of using interactive multimedia tools in the educational process. There are many methods of teaching a foreign language that involve the use of interactive and computer technologies. These technologies provide a high informative capacity of the material, stimulating the cognitive activity of students, increasing the visibility of the lesson, the intensity of its implementation, individualization and differentiation.

But how can online applications be used in the study subjects? Let's try to answer this question in terms of using mobile technologies for teaching English. Studying this subject using online applications is an interesting, easily accessible and relatively new way of teaching a foreign language, which is gaining popularity among many users of smartphones and tablet computers, but is not yet widely distributed among students. Learning English assumes that the process will be continuous, which means that learning using mobile technologies, using gadgets that are always at hand, is a great opportunity to improve the quality and intensity of learning.

Studying the traditions of teaching English shows that such training has always been closely associated with the use of technical means. For example, language laboratories have been widely used, with which you can master various skills of foreign speech: language communication skills, speech culture, listening, reading, speaking skills, language grammar and creating a rich vocabulary. Technical means are used to reproduce the speech of native speakers in training sessions. Computer tools for language teaching – training programs, electronic dictionaries, etc. - have become very popular. The use of audio and video courses in foreign languages is very popular [4].

We see the development of such methods in the emergence of new approaches to language learning based on specialized applications. These are grammar simulators, dictionaries, and applications integrated with the site, where you can not only learn words, but also read, listen to texts, and solve crosswords.

Based on the information provided on the Internet [8], as well as our own analysis of existing mobile applications, we will present the characteristics of some of them focused on learning English.

#### 1. Kahoot

Turns your lesson into a game show. All you have to do is enter pre-prepared questions and answers into the app. This way you can instantly create a field for playing right in your phone. And your students can then download Kahoot and use it for entertainment and fun. Available for download in Android and iOS.

#### 2. Studyblue

Helps teachers create digital sets of cards, rules, and tests. All this can be filled with audio and video materials. Moreover, students can create and share their own sets of cards. A great place to learn a language in addition to classes and textbooks. Available for download in Android and iOS.

### 3. TED Talks

Everyone knows this and uses the video in their classes. But not everyone knows that a mobile app is also available. You can watch videos with subtitles, create playlists, and bookmark performances for further viewing. Available for download in Android and iOS.

### 4. Animoto

A great option for creative projects. Students will be able to create their own videos based on the template. They can choose a theme, music, images, videos, and text. The resulting content can be shared with the entire group. In this way, the teacher will be able to involve students in completing homework.

### 5. Duolingo

The world's most popular language learning app with a cool interface. The lessons are structured by topic and focus on life goals, such as making an order at a restaurant or asking someone out on a date. There are a lot of topics, the lessons are short, but a little monotonous: first you make sentences from the words you are given in Russian, then in English, and at the end of the lesson you write the translation yourself. There are even pronunciation exercises that try (with varying degrees of success) to recognize your speech.

For each lesson passed, the local game currency — diamonds—is issued. You can use it to buy a new costume for the owl mentor, freeze the game for a few days so as not to lose progress, or open a special theme. There is a paid subscription that removes sometimes Intrusive ads. You can also take a standardized English test in the Duolingo style, the results of which, along with IELTS and GMAT, are accepted by hundreds of universities around the world.

The best part of the app is daily reminders. The app will write you emails, show you notifications, and build visit schedules. This really works: eventually, you will feel ashamed in front of the owl and you will pass the day's portion of lessons.

### 6. Lingualeo

Lingualeo offers more diverse lessons than Duolingo: there are real texts, articles, book excerpts, videos, original podcasts and clips, as well as entire courses on tenses and other aspects of English. All materials contain clickable subtitles and translation. The exercises are interactive, some of them, for example, for listening, and some grammar courses require a subscription to a premium account. There is also gamification: performing exercises, you earn meatballs, which you feed to the lion.

### 7. Lingvist

A little-known but useful app for English learners. There are texts, listening, grammar articles, test tests. Great emphasis on the study of words. However, there is a disadvantage—the materials are designed mainly for the Intermediate language level.

Thus, our proposed approach to organizing English language teaching using online applications not only continues the previously established traditions of teaching foreign languages using technical devices, but also expands them by using fundamentally new features of mobile platforms. The proposed approach expands the foreign language learning environment, taking it beyond the computer application and even the computer network. Our experience of using the proposed technologies has shown their feasibility and effectiveness in modern real educational

practice. At the same time, English language training is included not only in the system of lessons, but also implemented in the form of independent and play activities, which is very important for the successful development of a foreign language.

### References

1. Полат Е.С. Новые педагогические и информационные технологии в системе образования. – М.: Академия, 2002. – С. 272.
2. Шпицберг А.И. Влияние информационных технологий на деятельность современного общества//Молодой ученый-2014 №6.2.-С. 81-83
3. Kearsley, G. (1997). A guide to online education. Retrieved on October 10, 2005, from <http://home.sprynet.com/~gkearsley/online.htm#why>
4. Posner, G., & Rudnitsky, A. (2001). Course design: A guide to curriculum development for teachers (6th ed.). New York, NY: Longman. P. 56-65