

## USE OF MOBILE APPLICATIONS FOR STUDYING ENGLISH

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Today the modern world places more and more great demands on studying and practical knowledge of English in the professional sphere and in usual communication. Use of new information technologies opens huge opportunities of mobile applications as way of training as they allow expanding considerably the volume of the studied information, to diversify ways and forms of her perception. And with development of the Internet and the invention of new devices on the basis of iOS and Android, possibilities of individual studying of languages extraordinary extended.

Advantage of use of new technologies in process of training in English already does not demand further explanations and does not raise doubts. Resources of the Internet are extensive and undoubtedly important and valuable base for creation of the information and subject environment, education and self-education of people, satisfaction of their personal and professional needs and interests.

There are many different methods of studying of language, but the efficiency of development of material will be much higher if new technologies are used. [1, C.89].

Studying of English by means of mobile applications can solve a number of didactic problems: replenishment of a lexicon, pronunciation improvement, development of grammar and also formation of writing skills and readings. [2]

In this article the short review of the applications which are most actively used when studying English both on initial, and is given in advanced level. During the conducted research, the applications used in studying of English were distributed on levels from A1 to C2.

There are several popular applications used for studying of English with the indication of level for which they are suitable:

Luntik.

We study English (A1 is suitable for children);

English for children (A1);

English by the Tichera method (A1,A2);

FGOS.

English (A1, A2);

Memrise is studying of languages (A1-V1);

Learn English easily (A1-B1);

Polyglot English. Lite (A1-B2);

English with Puzzle English (A1-B2);

Polyglot (A1-C1);

Busuu (A1-C1);

Lingua Leo(A1-C1);

Words(A1-C1);

English is ABA English (A2-C1);

Duo lingo (A2-C1) [3].

Let's consider in more detail several applications which can be useful when studying English at different stages.

#### 1. Lingua Leo.

This application will be suitable for users with the different level of knowledge of language. With its help it is possible to be engaged according to the individual plan or just to study various material. The user begins with passing of the test for knowledge of language and filling of the list of the interests. On their basis the program makes the individual plan of training which implementation then is available in a private office of the user.

For example, it is possible to track the level of perception of the speech aurally, number of grammatical mistakes and growth of a lexicon. The application will help to learn new words, reproducing several times new phrases or words in several options: word translation, translation word, perception of a word aurally, drawing up new words and jungle. In the first case it is necessary to choose from the offered options the suitable translation by the way, in the second to execute back translation. In "designer" it is necessary to collect a word in English from letters, knowing the translation. In "audition", in a task of the increased complexity, – it is necessary to write a word, without using the hint, aurally. In "jungle" about 80 thousand various texts in English which main objective is training you in new words are available. The translation of a word can be seen, having pressed it. Also in the application there are blocks on different grammar points, the correct pronunciation exercises, various topical vocabularies, trainings and also grammatical tests.

For example, it is possible to use as follows this application at English lessons.

To motivate children, it is possible to use the principle of an online game. In process of passing of levels children will earn "quenelles" – experience points with which it is necessary to feed Leo's young lion. The young lion is eternally hungry and will not begin to open access to new words if not to cajole him. On the basis of the introductory test the system will offer recommendations about elimination of the revealed gaps in knowledge of the pupil.

In the section "Jungle" there are materials for audition and reading which can also be used at a lesson. In the section "Courses" it is possible to offer children a set of grammar exercises and video lessons.

It is also possible to use the section "Trainings" which will allow the child to choose the way for storing of lexicon. Here the most interesting mode is "bridge". The child's task – it is correct to pronounce the words written on cards and to guess the words pronounced by the opponent. In the section "Savanna" students can communicate in English with schoolmates and also monitor their achievements.

At the end of each educational cycle it is possible to offer pupils a set of exercises. The correct answers will fill up a food stock for Leo.

Thus, this completely automated platform can try to be used at English lessons. The main directions of lessons will be:

- expansion of a lexicon,
- grammar training,
- additional use of library of materials with the translation system,
- as the individual training program on studying of language for more "advanced" pupils.

#### 2. Fun English

Distinctive feature of this program is the uniqueness of each new game.

For example, a lesson on the subject "Fruit". In the application in the section "Fruit" it will be offered to pupils to feed a dragon with those gifts of the nature which will be called by the teacher. At choice several options of pronunciation of the teacher will be offered. Thanks to it, the child can develop the American or British accent.

3. The interactive board is a modern multimedia means. Application of an interactive board does occupations interesting and causes the aspiration to perform a task correctly. Children begin to understand more difficult ideas as a result of clearer, effective and dynamic supply of material,

begin to work more creatively and become self-assured [4]. The interactive board is the modern means allowing to make training at school more effective.

Let's give examples of game exercises on an interactive board with the description (figure 1).

**Task No. 1. To correlate words to the picture.**

- On a board in the left part words are written: apple, cheese, bread, milk, chocolate, eggs, bananas, potatoes, tomatoes, and in the right part are given images of these products. Students are offered to move by means of an electronic pencil pictures to the corresponding words. The correctness of performance of a task is controlled by the teacher. After the task is performed students by chorus or individually repeat words after the teacher.

**Task No. 2. To move to a word basket which designate edible products.**

- On a board the basket is represented. A number of words is given below: strawberries, book, potatoes, crisps, apple, pen, table, pencil. In a basket it is necessary to put all "edible" words. If the student tries to move a "inedible" word to a basket, then it will return into place. In case of the correct performance of exercise, all "edible" words remain in a basket, and "inedible" – beyond its limits. Further students get words from a basket and chorus repeat them after the teacher, and then everyone is individual.

**Task No. 3. To spread out fruit and vegetables on baskets.**

- On a board images of two baskets are placed, under them the words are pledged: orange, cabbage, carrot, apple, onions, banana, potatoes, lemon. It is necessary to spread out words which designate fruit, in one basket, and words which designate vegetables, in another. If the student tries to put a word with designation of vegetable in a basket for fruit, the word will return on the former place and vice versa if the student puts a word with designation of fruit in a basket for vegetables, this word will also come back.

Figure 1 - Examples of game exercises on an interactive board

In general, performance of exercises, thanks to presentation and interactivity, will promote improvement of motivation of studying of English.

On the example of these exercises we wanted to show a variety of tools and forms of work with an interactive board. It should be noted that these exercises are only a small part of a set of methodical materials which can be created, leaning on opportunities of the interactive equipment.

According to us, when using game methods in training in English, communication of a game with life and practice, the problem and emotional nature of statement, the organization of the search, cognitive activity giving to students the chance to experience joy of independent opening, arms of pupils the rational methods of study, skills of self-education which are an indispensable prerequisite for achievement of success is necessary.

Further we will note other mobile applications for studying of English.

#### 4. Polyglot. Lite.

This application offers occupations in playful way. The program shows simple expression in Russian, the user needs to make the correct answer of the English words presented on the screen. In case of a mistake the application prompts the correct answer. The chosen words are sounded, and then also the right answer is sounded. At any time, there is an opportunity to read theoretical material or to look at the hint which is synchronized with exercise. As the hint the table of conjugations of the English verbs is offered from time to time. On the screen that verb which is used in a task is shown. Using this program, there is an opportunity to master and remember the main irregular verbs of English. This way well proved both for beginners, and for the continuing users. Material is ac-

quired consistently. Control over progress of studying is exercised as follows: for the right answers points are charged, at a set of 4.5 points access to the following lesson opens. Calculation of points happens as follows: the application remembers 100 last answers, the quantity of true multiplies by 5 and divides into 100. To gain 4.5 points, it is necessary to answer correctly 90 questions from 100. The algorithm of charge of points allows to pass quickly to the following lesson, and does not allow to move ahead that who has not enough knowledge of this or that subject. For those who well know English in the program there is a mode of the increased complexity in which the answer needs to be entered on letters from the keyboard, but not to choose from the options presented on the screen. Thus, the spelling of the English words trains. In the program there is also an additional access to the training materials. The specified program is improved and made more available to phones and tablets.

#### 5. Duo lingo.

This application well helps to refresh the forgotten knowledge in memory.

Process of training consists in development of various subjects which are broken into separate lessons. Occupations are constructed by the principle "from simple to difficult". Each lesson includes several tasks for studying of new words, their writing, pronunciation working off and so on. In it there are tasks for audition and speaking where it is necessary to say the set text so that the system distinguished what is told by the user. But, even if it turns out to perform all oral tasks from the first, it does not mean what the user tells without accent as the system perceives even the simplified pronunciation. When performing exercise, those points where mistakes were made, repeat through several points once again that the right option was as a result remembered. Training is constructed in such a way that there is an opportunity to pass to the following subject, having only successfully mastered the current block of tasks. For correctly executed exercises and regular trainings points, using which in virtual shop are charged then it is possible to buy, for example, check of level of knowledge, i.e. testing [5].

#### 6. Busuu.

Studying of language in this application happens in several stages. At first the user is offered to study the most widespread, simple words, such as pronouns, names of family members, often used verbs, names of vegetables and fruit. After the user studies this list of words and successfully there will pass the control task, it has an opportunity to move to a new level. Here it will be already necessary to make of the words of the offer. Usually the lesson begins with new words. On each occupation new lexicon which repeats then in other exercises is entered. In the sounded tasks it is necessary to squeeze the passed words or to collect phrases from words. In grammatical tasks it is necessary to rearrange words in the correct order. Throughout all course grammar points are represented gradually. It is possible to send written tasks for check to the person for whom this language is native. There are tasks both quite simple, and very difficult to whom it is necessary to write a phrase, having listened to it. At the level "above an average" in the application it is offered to answer questions of the life, morals, to argue on serious subjects or to describe pictures. Having passed a written task, the student sends it for check to other users of the application – native speakers. They correct errors, write responses and comments [6.7].

#### 7. English with Puzzle English.

After loading of this application the user gets access to interactive lessons. Each grade level consists of the theory and practice. All tasks are sounded by the announcer – the native speaker. Here audition is carried out as follows: the user listens to phrases from video, after that collects them from the pieces presented on the screen. Thus, he not only learns to understand English aurally, but also it is correct to build offers. In the program well to more than 400 grammatical lessons which are written down by professional teachers. Lessons consist of the tasks intended for a training of the passable material and are formed on 5 levels depending on complexity. For simple assimilation of new words, in the application there is a personal dictionary with video examples. There is an opportunity to add to it any new word from tasks, to look at its values, video examples of use and to listen to pronunciation options. The special algorithm which defines when the user needs to repeat this or that word is the cornerstone of occupations, and makes the list of words for studying.

It is possible to start studying of material of a new lesson only after previous is completely mastered. In each new test there are tasks for which performance knowledge which is already gained before is necessary. At the end of each grade level examination is taken. If estimates are unsatisfactory, the application will show what subjects need to be repeated. In order that occupations were the most effective, they have to take place with a certain intensity. The application sets the necessary rate of occupations by means of the weekly and daily purposes. The progress on occupations can be monitored in a private office by means of schedules [8].

Today there is a huge number of the applications in open access helping when studying English at different stages. Having analysed different types of the applications available to any Internet user, it is possible to draw a conclusion that each application has the advantages, use of this or that application depends on the level of language and needs of the user. Undoubtedly, a new look the Internet - technologies has the enormous potential of educational services, especially in the sphere of training of various languages. The motivation to training in this case is followed and updated by process of formation new the Internet - the focused consciousness of the student.

Mobile applications as one of methods of interactive studying of English, provide high efficiency and contribute to the development of independence on the one hand, and to formation of writing skills, readings, speaking and auditions with another. Mobile technologies are widely adopted in educational institutions of the world every year, however, in most cases, it occurs irregularly, at the initiative of teachers.

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