

## USING INNOVATIVE METHODS IN TEACHING ENGLISH

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**Abstract:** *In today's fast-paced and constantly evolving world, the need for innovative methods in teaching English has become more apparent than ever. With the rise of technology and the increasing globalization of society, educators are faced with the challenge of engaging students in the learning process and equipping them with the necessary skills to thrive in a globalized world. In response to this challenge, educators have turned to innovative methods in teaching English, which have proven to be effective in enhancing students' language proficiency and fostering a deeper understanding of the English language.*

**Keywords:** *foreign language, game, innovative technology, technological tools, methods*

**Introduction:** In the ever-evolving landscape of education, the teaching of English has undergone a remarkable transformation, driven by the advent of innovative methods that have revolutionized the learning experience. These methods have not only enhanced the effectiveness of English instruction but have also fostered a deeper engagement and understanding among learners.

One of the most significant innovations in English teaching is the use of technology. The integration of digital tools and resources has opened up a world of possibilities for educators and learners alike. Interactive whiteboards, multimedia presentations, and online learning platforms have made lessons more dynamic and

engaging, capturing the attention of students and facilitating a more immersive learning experience.

Moreover, technology has enabled the personalization of learning. Adaptive learning software tailor instruction to the individual needs and pace of each student, providing them with a customized learning path. This approach ensures that students receive targeted support in areas where they struggle and are challenged appropriately in areas where they excel.

Another innovative method that has gained traction in English teaching is project-based learning. This approach shifts the focus from rote memorization to active learning, encouraging students to engage in hands-on projects that require them to apply their knowledge and skills in real-world contexts. Project-based learning fosters critical thinking, problem-solving, and collaboration skills, preparing students for the demands of the 21st-century workplace.

After the freedom of our nation, interest in showing unknown dialects expanded, setting out many open doors for youngsters. As our most memorable president Islam Karimov said, "right now, extraordinary significance is connected to showing unknown dialects in our country. This, obviously, isn't for no good reason by the same token.

Today, there is compelling reason need to evaluate the significance of fantastic information on unknown dialects for our kin, who are building their extraordinary future in collaboration, as one with our unfamiliar accomplices, for our nations, where the world local area looks to possess a commendable spot." As a coherent continuation of these thoughts, the Official Declaration "on measures to additionally work on the means of educating" unknown dialects", embraced on December 10, 2012, extended the potential outcomes of learning unknown dialects.

Today, it is turning into a practice in schools to take classes through intelligent games. It is realized that the entry of the example based on different games guarantees that understudies exhibit their capacities, concentrate, work on their insight and abilities, and become solid.

The reason for the utilization of Game Innovation is the movement that actuates and speeds up the per user.

Clinicians note that the mental systems of lively action depend on the central necessities of the person to show himself, track down a steady spot throughout everyday life, restraint, understand his capacities.

The for the most part acknowledged instructive standards, strategies ought to lie in the means of any game. Instructive subjects for instructive games ought to be taken as a premise. During the time spent games, the understudy adopts a more fascinating strategy to this movement than in a customary illustration and works openly.

It ought to be noticed that the game is the most first, an approach to educating. Understudies take part in perky classes with interest, endeavoring to win, the educator through them likewise gives training to the understudy. The per user is intrigued, accepting that I can play an English game, talk, tune in and comprehend, compose.

Experience shows that in any game, no matter what the capabilities and age of the members, they fall into a wanton state.

In this manner, prior to applying the game to instructive practice, addressing the accompanying educational mental issues is essential. Every understudy ought to realize the accompanying while planning for the game:

the objective of the game;

the capability of the game;

what topic The Game worries in the arrangement;

the capacity to apply the abilities and abilities shaped in past games in later games too.

We realize that in the ongoing instructive design, the understudy should be a subject.

In doing as such, zeroing in on additional intuitive strategies increments instructive viability. One of the main prerequisites for English illustrations is to show autonomous reasoning. Today, English educators in the US, depending on the experience of English teachers, utilize the accompanying imaginative strategies:

The "issue circumstance arrangement" (Innovative critical thinking) utilizes this technique to utilize the start of the story to peruse How to end per users, regarding the judgment of understudies;

"Happy conundrums" (Joyful questions) showing understudies enigmas is significant in showing English, they learn words that are new to them and find a composing reply;

Fast responses (speedy responses) assists with working on the viability of the illustration referenced;

"Tickle expressed" (Warm-up works out) involving various games in the homeroom to keep understudies inspired by the illustration;

"Emulate" (Emulate) this strategy can be utilized in an illustration where extremely challenging themes should be made sense of, or when composed practices are performed and understudies are drained;

The "story chain" (a chain story) strategy assists with expanding understudy verbal discourse and fortify memory;

"Pretending games" (Acting characters) this strategy can be utilized in a wide range of classes. To show the specialty, individuals in callings, for example, "Mediator", "Interpreter", "Essayist", "Writer" can partake in the illustration and converse with understudies;

Masterminds meeting U.Shakespeare, A.Navoi, Poets and essayists, for example, Consumes can be "welcomed". The utilization of the shrewd words that they expressed at such a period in the illustration will assist with instructing youngsters as wonderful individuals; the "when they give pictures" (When pictures talk) strategy is significantly

more advantageous and will help in showing English, in the improvement of understudy, understudies ' oral discourse, for which utilizing pictures on the topic is important;

"Test Cards" are managed cards in light of the quantity of understudies, and permit all understudies to take part in the class simultaneously saving time.

The motivation behind these intuitive games, collaboration between the educator and the understudy, the dynamic development of the understudy in the instructive cycle, and the most compelling thing is to dominate the illustration in a fascinating manner and keep it with regards to mind.

Even in the lesson, more communication is encouraged to master the words faster. Reading more fairy-tale books, memorizing poems in English also makes speech fluent while watching cartoons in English also encourages the correct pronunciation of English words. For this reason, the main thing in knowing the language is to repeat it by ear. It's just that the organization of methods according to the topic depends on the dexterity of the teacher, his experience and in what case what methods he uses. The use of technologies such as " role-playing game " , " Attack of thoughts " , " BBB " , " rounded snow " in the course of the lesson will provide an effective result.

Language teaching programs on computers, phones also help well to teach language in the primary and secondary stages. Examples include Talk (English speaking practice), Daily English, Learn English (English master), How to speak real English. These programs are structured in such a way that the reading(reading), listening(hearing),test sections are all included. Another good way to get used to hearing learned new words in free time by typing them on a phone Dictaphone. In addition, showing more films with subtitles in English, cartoons are also considered effective methods in teaching the language.

Furthermore, the use of gamification has emerged as a powerful tool in English teaching. By incorporating game elements such as points, badges, and leaderboards into the learning process, gamification makes learning more enjoyable and motivating for

students. It taps into their natural competitive instincts and encourages them to actively participate in the learning process.

In addition to these technological and pedagogical innovations, there has been a growing emphasis on learner-centered education in English teaching. This approach places the learner at the center of the learning process, recognizing that each student has unique needs, interests, and learning styles. Learner-centered education encourages teachers to adapt their teaching methods and materials to accommodate the diverse learning styles of their students, ensuring that all learners have the opportunity to succeed.

The adoption of innovative methods in English teaching has had a profound impact on the learning outcomes of students. Research has consistently shown that students who are exposed to innovative teaching methods perform better academically, develop stronger critical thinking and problem-solving skills, and are more engaged and motivated in the learning process.

### ***Conclusion***

In conclusion, the use of innovative methods in English teaching has transformed the learning experience for students, making it more engaging, effective, and personalized. Technology, project-based learning, gamification, and learner-centered education have all contributed to a more dynamic and interactive learning environment, fostering a deeper understanding of the English language and preparing students for the challenges of the modern world. As the field of English teaching continues to evolve, we can expect to see even more innovative methods emerge, further revolutionizing the way English is taught and learned.

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