ENGLISH GRAMMAR AND PEDAGOGICAL TECHNOLOGIES

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Abstract: *This article is devoted to the study of the effectiveness of gaming technologies in teaching English. The purpose of the study is to determine the impact of the use of playful technology in English lessons on the level and motivation of students ' knowledge. Literature analysis, pedagogical experiment and statistical analysis were used as research methods. The results showed that the application of Gaming Technologies has a higher effect than traditional methods. Games increase students ' interest in the lesson, develop language skills, and improve their level of mastery. In conclusion, it is recommended to widely introduce a playful approach in English lessons.*

Keywords: *English, gaming technology, efficiency, motivation, mastering.*

ГРАММАТИКА АНГЛИЙСКОГО ЯЗЫКА И ПЕДАГОГИЧЕСКИЕ ТЕХНОЛОГИИ

Аннотация: *Данная статья посвящена исследованию эффективности игровых технологий в обучении английскому языку. Цель исследования - определить влияние использования игровых технологий на уроках английского языка на уровень и мотивацию знаний учащихся. В качестве методов исследования были использованы анализ литературы, педагогический эксперимент и статистический анализ. Результаты показали, что применение игровых технологий дает больший эффект, чем традиционные методы. Игры повышают интерес учащихся к уроку,*

развивают языковые навыки и повышают уровень их владения языком. В заключение рекомендуется широко внедрять игровой подход на уроках английского языка.

Ключевые слова: *английский язык, игровые технологии, эффективность, мотивация, освоение.*

English is now of great importance as the language of international communication. His position is growing. Therefore, improving the methodology of teaching English is one of the pressing issues. Traditional teaching methods are often tedious for students, reducing their motivation. Gaming technology, on the other hand, can be an important tool in solving this problem.

Through games, students master English in a relaxed and fun way, in conditions close to the natural environment. During the game, students actively participate, discovering new knowledge for themselves. At the same time, games also develop students ' communication, collaboration and problem-solving skills.

The purpose of this study is to study the effectiveness of the application of gaming technologies in English lessons. This analyzes how games affect the level and motivation of students ' knowledge.

Literature analysis, pedagogical experiment and statistical analysis were used as research methods. Based on the analysis of literature, the theoretical foundations, types and areas of application of Game technologies were studied. The pedagogical experiment was carried out in 2 groups (experimental and control) for 3 months. In the experimental group, English lessons were conducted on the basis of gaming technologies, and in the control group-in the traditional way. At the beginning and end of the experiment, students ' English language proficiency levels were evaluated through tests. At the end of the experiment, a survey was carried out among the students and their reaction to the lesson was determined.

Several scientific articles and monographs were analyzed for the study. Of particular importance among them are the work of scholars such as Ersoz,

Derakhshan and Khatir, Baidildina and others, Gozcu and Caganaga. These resources provide theoretical and practical information on the application of gaming technologies in English language education.

Also, the studies of Uzbek scientists Jalolov and Hoshimov reveal the importance of gaming technologies. While Jalolov shows the place of games in the communicative approach in his work, Hoshimov studies their influence on the psychology of students.

From the results obtained, it can be seen that the use of gaming technologies in English lessons is highly effective. Games not only increase the level of knowledge of students, but also their interest in the lesson. This in turn ensures that students are motivated and active.

During the Games, students will have the opportunity to practice English. They strengthen new language material through interaction, test their existing knowledge in practice. This contributes to the development of their communicative competence.

Another important aspect of games is that they develop students ' creativity, independent thinking, and problem-solving skills. In games, students face unusual situations and try to solve them independently. This increases their cognitive skills.

At the same time, games create an atmosphere of healthy competition and cooperation among students. They learn from each other, help among themselves, and as a result, the class team is strengthened. This has a positive effect on the formation of social skills.

English is one of the most widely spoken and studied languages in the world, and its gramatics and pedagogical technologies are important tools that help students learn the language effectively.

The role of gramatics in the study of English is great, and at the same time, modern pedagogical technologies make the process of learning a language more effective and interesting.

1. Basic principles of English grammar English grammar is complex and versatile. However, its basic principles include: a) word categories In English, words are usually divided into the following categories: - Nouns (nouns) – represent people, places, objects or ideas. - Verbs (verbs) – represent action or case. - Adjectives (adjectives) – provide information about nouns. - Pronouns (pronouns) – replace nouns. - Link words (conjunctions) – combine sentences. b) system of times In English, the system of tenses is very important because they represent the time and duration of the action.

The main tenses are as follows: – Present Tense (Present Tense) - represents present and constant States. - Past tense (Past Tense) – represents change or action in the past period. - Future Tense (Future Tense) – represents actions to be taken in the future. Morphology and syntax In English, word formation (morphology) and their position in a sentence (syntax) are crucial for proper language acquisition. For example, the correct forms of the verb, the correct word order in the sentence (sujekt + verb + object) and the methods of correctly composing the sentence fall into this part.

Pedagogical technologies Pedagogical technologies, that is, the use of modern tools in education, provide new opportunities for students to learn English. These technologies make the learning process more interactive and efficient. a) electronic resources and online platforms** Today, there are many online platforms and applications for Learning English. For example, through applications such as Duolingo, Babbel, Memrise, readers have the opportunity to increase vocabulary, perform gramatic exercises, and develop the ability to listen. However, it is also very effective to watch videos about learning English on platforms such as YouTube.

In conclusion, a study conducted showed that the use of playful technologies in English lessons is desirable. Games relieve students ' mastery of English, increase their motivation and activity, and develop practical language skills. Therefore, it is necessary for English teachers to regularly include various games in their classes. In this, it is important to adapt games to the age, level of

knowledge and needs of students, linking them to the topic and goals of the lesson. In the future, it is necessary to further improve the technologies of the game, to conduct research on the development of new types of games.

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