РІВНЕНСЬКИЙ ДЕРЖАВНИЙ ГУМАНІТАРНИЙ УНІВЕРСИТЕТ ФАКУЛЬТЕТ ІНОЗЕМНОЇ ФІЛОЛОГІЇ КАФЕДРА ПРАКТИКИ АНГЛІЙСЬКОЇ МОВИ



АКТУАЛЬНІ ПРОБЛЕМИ СУЧАСНОЇ ІНОЗЕМНОЇ ФІЛОЛОГІЇ

СТУДЕНТСЬКИЙ НАУКОВИЙ ВІСНИК

РІВНЕНСЬКИЙ ДЕРЖАВНИЙ ГУМАНІТАРНИЙ УНІВЕРСИТЕТ ФАКУЛЬТЕТ ІНОЗЕМНОЇ ФІЛОЛОГІЇ КАФЕДРА ПРАКТИКИ АНГЛІЙСЬКОЇ МОВИ

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EDUCATIONAL SOFTWARE: REVIEW AND ANALISYS

Nowadays people can not imagine their lives without using computer technologies. Computer technologies are needed in every working sphere. Especially they are needed in education. There is computer equipment which allows providing different educational software.

Educational software – is a set of programs which are created for an educational purpose. It encompasses different ranges from language learning software to classroom management software to reference software [4].

The main advantages of using educational software are the following:

- 1) Makes the learning understandable and available.
- 2) Gives the possibility to learn additional information about different countries.
- 3) Helps with selecting new material to teachers.
- 4) Has the majority of materials (video, tests, communicational programs with native speakers) for improving English.
 - 5) Helps to improve listening, speaking, writing, and reading skills.
 - 6) Makes the process learning more effective for learners.
 - 7) It is easily for teachers to explain something clearly.
 - 8) Learners have the minimum chances to be bored.

The main tasks of using educational software during the lesson are:

- 1) To provide the motivation between learners.
- 2) To give enough information about the grammar, pronunciation.
- 3) To enable teachers to put the latest teaching methods into reality.
- 4) To save the teaching and learning time.
- 5) To stimulate the process of thinking of the learners.

Educational software is very important part of education. With help of using different programs in the lesson, learners have the opportunity to improve their curiosity, to expand their outlook.

Recently, significant changes have affected the teaching of English at school. In particular, new information technologies, such as the use of Internet resources, such as various YouTube channels, computer training programs, mobile phone applications, etc., have been intensively introduced into the educational process.

The development and implementation of the new information technologies, including multimedia, in the educational process are deeply studied by E. Dmitrieva, S. Novikov, E.S. Polat, T. Polipova, L. Tsvetkova and etc.

O. Rudenko-Morgun in the article "Computer technology as a new form of learning" states that, "we live in the age of information, computer revolution, which began in the mid 90's and still continues to accelerate. Here are the main milestones: the emergence of the personal computer, the invention of multimedia technology, the introduction into our lives of the global computer Internet. All these innovations are easily and unnoticed came to life: they are widely used in almost all professional fields and in everyday life" [1, 20].

As S. Fadeev states, computers have rapidly entered our lives and in the process of learning English, it slightly suppress traditional methods and forcy foreign language, it was not even suspected by a few decades ago [2, 16].

Teachers and students learn English at stage of technological development of society available to many diverse curricula.

Computer training programs have more advantages than traditional teaching methods: they allow students to train different types of language activities and combine them in different combinations; help to absorb linguistic phenomena; create communicative situations; automate speech actions; ensure the ability

to account for the leading representative system; implement an individual approach; contribute to the intensification of students' independent work.

The use of computer programs in English lessons greatly increases the intensity of the learning process. With computer learning, more material is absorbed than was done in the same time as traditional learning. In addition, the material is better absorbed when using a computer [5].

Use of computer programs, applications, provides current and final control of the educational process. Control is known to be an integral part of the learning process and serves as a teacher-student feedback. When using a computer to control the quality of students' knowledge, a high degree of objectivity is achieved; it also saves a lot of time because all students are tested at the same time. This allows teachers to focus on creative options for working with students.

The main task from teacher is to organize the learning atmosphere, to provide the material or programs according to the abilities and interests of children.

Duolingo, Idyoma, *Memrise*, *English Gold* could be used during the lesson, when entering and working on thematic vocabulary, such as purchases, food, clothing, etc. The stages of work with computer programs are the following: demonstration, fixing, control:

 $\underline{\textbf{Duolingo}}$ – it is the learning software for language learning. There are many options which allow to users to choose the most appropriate way for second language learning. There are:

- **Personalizing learning** it is adapted to interests and styles of learning, the exercises are selected specially for remembering new words and improving the gained vocabulary.
- *The instant assessment of knowledge* the users have the great possibility to see the right answers at the same time when they do the exercise.
- *Motivation through rewards* on this site users have the real feasibility to earn virtual coins, to get the highest level. It is very useful for people who want to develop their language speaking, pronunciation, learning new words, improving Grammatik.
- \bullet *Getting the higher level* 34 hours of learning there, 1 semester of studying on the educational system.
 - *Learning materials* in a lot of languages.

DuoLingo, among other programs, has a listening and speaking task where students are required to say the text so that the system can recognize what they have said. There is also an opportunity for teachers to create classes, add students there, ask assignments and keep track of how many exercises have been completed [13].

There is the suitable platform for learning on the classroom. Thousands of teachers could use it to their pupils. Their pupils could become more intelligent and diligent through using that type of software.

IDYOMA – it is a proficient site of learning English and many other languages.

There are many opportunities:

- to meet native speakers;
- to share knowledge;
- to learn more about other countries;
- to know more about different types of pronunciation in different regions and english speaking countries.

Idyoma is a free web-site. So, everyone could download it without any additional costs.

The design is clean and modern, with the app being easy to use and orientate [8].

Memrise is not just a language learning tool but a game.

This mobile program could be like a game to help with language learning. It is good for vocabulary, but could also be really useful for grammar and simple conversational phrases [12].

English Gold It is a free application for learners who want to develop their vocabulary and grammar. There are many speaking topics, grammar tasks for improving language skills.

English Gold contains 144 micro-dialogs, each of which develops a specific grammatical structure. For example, Present Simple is used in many dialogs. After listening to the dialogue, students can reproduce it based on the picture, then independently. Taking grammar tests using this computer program helps students learn grammar better [7].

Bridge to English

This program is created in Great Britain for professional using. It could be useful for learners who want to improve reading skills. There are 20 lessons for developing grammar. Children can use it during the lesson [9].

Anglomaniacy

This program contains short grammar lessons with examples and illustrations, a variety of interactive exercises to help students consolidate the submitted material, animated tests that will help to control the learning of the grammatical phenomenon. In addition, each topic has a section for teacher where could be found print flashcards, workbooks with exercises and games that help to learn,to practice, to test, and to retrieve material after a while, even offline [5].

Unambiguously, modern students are growing up of constant use of technology. It is quite natural for them to apply them in everyday life. Lifelong learning is essential for each of us. A modern specialist should be a proficient in foreign languages and computer technologies. At the current stage of education development, foreign language teachers simply can not do without the use of computer technology [3, 15].

There are some educational software for young learners:

The <u>LINGUALAND</u> computer program supports new lexical life, controls the knowledge. This program always animates the lesson and increases the students' motivation. Each theme is presented on a separate animated page. There is a surprise effect: something is hidden on the page, it can suddenly pop up when learners hover their cursor, makes a variety of funny sounds, which quickly adjusts children to a different language environment [10].

ABC with C

This program is aimed at memorizing the letters of the English alphabet to students and is presented in several steps.

The first stage is getting acquainted with the letter and the words that begin with it. The study of the letter goes through several stages: pronunciation, spelling, familiarity with the words in this letter. The following steps test how well students have learned how to write letters. To do this, they must participate in the competition. Each stage gives a cup. So learners can win three cups – copper, silver and gold. This increases the motivation of the students in the lesson; they seek to be the first to reach the finish line. They can also record themselves, listen, and compare with others [4].

LinguaLeo

In this program there are various variants of exercises for studying vocabulary. For example, there could be a list of unknown words, and the possibility to train them, while skipping already known words. *LinguaLeo* also has lots of productive tutorials: *YouTube* videos, cartoons and videos, cool articles, and more. Learners can look up any unfamiliar word in the built-in dictionary right away [11].

So, the solving factor in the successful introduction of new information technologies into the learning process is the willingness of teachers to master new technological tools, to offer new teaching methods using these tools, which will eventually help to solve the main task of language education – the formation of communicative competence in students.

Thus, the introduction of new information technologies into the educational process at primary and high school is an objective process of educational development. However, it should not be used thoughtlessly by teachers, as none of the technologies can be considered universal: each of them produces different results in different situations and must be taken into account when choosing them.

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LEARNING STYLES AND STRATEGIES IN ELT CLASSROOM

Every person is different, every learner is different. Every learner also uses different strategies to remember, recall and use information he/she is presented with. We are all individuals and learn in different ways.

Many authors have tried to classify learners according to their specific learning styles and strategies they use when learning. Researchers have created numerous definitions and classifications, some of which will be looked at in the article.

Richards and Lockhart describe learning style as "predispositions to particular ways of approaching learning [...] that are intimately related to personality types". Richards and Lockhart further claim: "Differences in people's cognitive styles reflect the different ways people respond to learning situations" [6, 59-60]. As Richards and Lockhart suggest, learning style and cognitive style refer to the same idea. They provide a few examples of what they mean by their definition of learning style. For instance, some people are willing to take risks and to make guess without worrying about the possibility of being wrong, while others try to avoid situations where there is such a risk. Some people learn best when they use visual cues and write notes to help them remember, while others learn better through auditory learning, without writing notes.

Many authors, such as Bygate, Carter and McCarthy, Harris, Richards and Lockhart, Thornbury, Wright and others have dealt also with the issue of learning strategies. Some authors provided clear definitions, whereas others described learning strategies only in connection to a specific skill or subskill. A very detailed overview of how strategies are defined by various authors is provided by Ellis.

The aim of the article is to study different learning styles and strategies in ELT classroom.

Teachers have to make decisions consciously about the teaching methods and activities which they employ in their classrooms; hence, learners are not the same.

Knowles recognizes four possible cognitive styles according to which learners can be divided. Each learning style has its own characteristics:

- 1) concrete learning style learners process information actively, they prefer verbal or visual stimuli or physical involvement in learning;
- 2) analytical learning style learners are serious about learning, independent and enjoy solving problems, they prefer a logical, systematic presentation of new materials;
- 3) communicative learning style learners need personal involvement, they prefer a social approach to learning and enjoy discussions and group-work;

3MICT

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АКТУАЛЬНІ ПРОБЛЕМИ СУЧАСНОЇ ІНОЗЕМНОЇ ФІЛОЛОГІЇ

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