**960207400308**

**АМАНБАЙ Ұлдана Қуанышқызы,**

**С.Бақбергенов атындағы шағын жинақты жалпы білім беретін мектебінің ағылшын тілі пәні мұғалімі.**

**Түркістан облысы, Созақ ауданы**

**THE USE OF THE WORDWALL AND KAHOOT PLATFORM IN TEACHING ENGLISH TO SCHOOLCHILDREN**

**Introduction**

English is an academic subject, which, due to it sown specifics, implies a more flexible and extensive introduction of all kinds of technical means of study. As a result, it is not surprising, in fact, that in the teaching of a foreign language,the new opportunities offered by multimedia devices began to beused in various field so factivity.

A student-centered approach to learning can be brought to life with the aid of modern pedagogical technologies, which can also provide individualization and differentiation of learning, taking into account the abilities of the children and their level of learning. These technologies include learning using elements of cooperation, project methods, the introduction of modern information technologies, and Internet resources.

**Main part**

The educational process is diversified by the large variety of multimedia tools provided by new information and communication technologies. A number of websites have been developed with the assistance of the British Council for both educators and English language learners. The BBC website has informative background material on a variety of subjects. The resources can be used to create elective English courses on the following subjects: "Nature," "Planetary Flora and Fauna," "Prehistoric Times," "The Function of the Human Brain," "Organs of the Human Body," and "Space." Also, students may be given the opportunity to conduct English study while they learn, which will unquestionably enable them to assess their own life styles, intelligence, memory, and attention.

Wordwall is a universal educational resource that helps to solve one of the main tasks of the educational process – increasing students' motivation! The main purpose of usingWordwall is to increase the effectiveness of learning:

-improving forms and techniques of organization of the educational process;

-increasing learning motivation;

-developing students' cognitive activity;

-encouraging the independence of students in lesson preparation;

-improving the quality of education.

The differentiation and individualization of learning can be organized with the aid of this resource by designing interactive or printed tasks that take into account the talents of each kid. In just one click, too! A versatile tool for producing both interactive and printed documents is Wordwall. The majority of the templates come in both interactive and printed formats. The service's Russian version will be welcomed by a lot of teachers. Any device with Internet connectivity can be used to play interactive games, including a computer, tablet, phone, or interactive whiteboard.

The WordWall tool is simple to use, aids in creating exercises that are ideal for both individual computer work and interactive whiteboard use, doesn't require the teacher to have specialized knowledge or abilities, and enables you to construct interactive workouts using images and tests. Automatically finding and suggesting photos is the built-in image finder. Also, the online editor enables you to gather data on student performance and carry out activities remotely. Versions that can be printed out can be utilized for self-study tasks The WordWall service has a program for making and using off-line activities, which is one of its benefits. You can install the software and provide exercises on electronic media on any machine without Internet access. The application offers a simple user interface that is available in many languages. You can discover an appropriate template for any part of the lesson.

The following game templates, for instance, are the most frequently employed while honing vocabulary skills: "Matching," "Decipher," "Labeled Chart," "Random Cards," "Random Wheel," "Anagram," "Pairing," "Gallows," and "Crossword." Using templates that organize students' active participation in frontal or group work is ideal for a teacher when creating an online course. Mapping or the random wheel, for instance. The Wordwall service allows teachers to use their previously prepared content to instantly convert it into a format that can be printed and distributed as homework. This is really practical because it saves the teacher a ton of time. "The successful consolidation of the subject is facilitated by the use of the educational tool Wordwall in the classroom, which results in a better understanding and assimilation of knowledge. Also, it helps to operationally control student understanding, which improves training effectiveness.

Kahootis a well-knownquiz-making, test-creation, and educational game platform. Althought hepl at form offers an online version, I find that using a mobile application is more practical, thust his essay will focus on it. The quiz creation mode is the core mode of Kahoot! It has recently received so me additional great features, which we shall discuss in this article.I'll explain how to make the most of Kahoot in the classroom, how to utilize it to motivate students to do their own studying, and how to spice up dull exams. You can add images and even videos to tasks you create in Kahoot. The introduction of a time restriction for each question controls the pace of examinations and quizzes. The teacher has the option to enter points for both accurate and quick responses to the questions. On the computer monitor of the teacher, the scoreboard is shown. Students only need to open the service and enter the PIN number that the teacher represents from their computer in order to take the test. The student finds it convenient to select the right response on his gadget. Geometric forms are used to illustrate options. This service may be a useful tool for obtaining unique student input. The ability to replicate and amend exams is one of Kahoot's advantages, which helps teachers save a lot of time. Consequently, using this service is a quick and easy approach for the teacher to add interest, excitement, and variety to the class, with minimal preparation required. Control is an essential component of the educational process, but since remote learning uses it, it was important to create efficient ways to carry it out.

Testing provides a lot of benefits as a sort of control. It is suggested that testing be done on the Kahoot! platform. Students participate in the process while using the platform; they observe a practical manner of using technology and interactive components that help to consolidate the material in a way that is attractive and exciting to them and add originality to the educational process. Students are more motivated and interested in learning other languages. In order to complete the lesson and any foreign language teaching, Kahoot is a useful tool.

**Conclusion.**  
Information and communication technologies have a top priority function in the educational process when there are changes in the educational content, such as the shift from a competency-based approach to a knowledge-centric approach. The great potential of the computer as a tool for learning is made clear by the usage of information and communication technologies.Training programs that use computers have significant benefits over conventional teaching techniques. They provide the ability to take into account the leading representative system, the implementation of an individual approach, and the intensification of students' independent work. They also help to understand language phenomena, form linguistic abilities, create communicative situations, automate language and speech actions, and train various types of speech activity and combine them in different combinations.Modernization also places increasing expectations on the ability to speak a foreign language for both personal and professional purposes. The amount of information is increasing, yet ordinary techniques for transmitting, storing, and analyzing it are frequently ineffective. The great potential of the computer as a tool for learning is made clear by the application of information technology.It should be remembered that since multimedia technologies are merely teaching tools, they cannot have a meaningful pedagogical impact without a teacher. In the educational process, a computer is a tool that improves and broadens the possibilities of a teacher's teaching activity rather than a mechanical instructor, substitute, or analog.