**Interactive Methods as an Effective Way in Learning a Foreign Language**

**Introduction**

Modernization in education has led to innovative teaching methods that emphasize active learning. Interactive methods are particularly effective in foreign language acquisition as they enhance engagement, improve retention, and develop communication skills. This paper explores the effectiveness of interactive learning methods, supported by academic research and practical classroom applications.

**Understanding Interactive Learning**

Interactive learning refers to educational approaches where students actively participate rather than passively receive information. According to Vygotsky’s (1978) sociocultural theory, language learning is most effective in social contexts where interaction plays a key role. Similarly, Krashen’s (1982) input hypothesis suggests that learners acquire a second language more effectively when they actively process meaningful input.

**Types of Learning Interactions**

**Passive Learning:** Students listen and observe without participation.

**Active Learning:** Students engage in discussions, projects, and problem-solving tasks.

**Collaborative Learning**: Students work together to construct knowledge through peer interaction

**Key Interactive Methods in Foreign Language Learning**

**1. Role-Playing**

Practical Example: In a language class, students act out real-life scenarios such as ordering food at a restaurant or attending a job interview. This improves speaking fluency and confidence

**2. Group Discussions and Debates**

Practical Example: Assigning students to argue different perspectives on a cultural topic encourages spontaneous speech and critical thinking.

**3. Brainstorming**

Practical Example: Before introducing a new topic, students list related words and phrases to activate prior knowledge and expand vocabulary

**4. Task-Based Learning (TBL)**

Practical Example: Students complete meaningful tasks such as planning a trip or writing an email, reinforcing real-world language use (Ellis, 2003).

**5. Game-Based Learning**

Practical Example: Language learning apps (e.g., Duolingo) and classroom activities like word association games help students memorize vocabulary in an enjoyable way.

**6. Technology-Enhanced Learning**

Practical Example: Online platforms like Kahoot! and Quizlet encourage interactive vocabulary practice through gamification

**Benefits of Interactive Learning**

-Increased Engagement and Motivation: Learners are more involved and willing to participate

-Improved Retention: Active participation leads to better memory retention

-Development of Communicative Competence: Learners develop confidence in real-world language use .

-Reduction of Anxiety: Interactive activities create a supportive environment that lowers language learning anxiety .

**Conclusion**

In conclusion, it should be noted that all interactive methods and techniques develop communicative skills, help to establish emotional contacts between students, teach them to work in a team, listen to the opinions of their comrades, and establish closer contact between pupils and the teacher. Practice shows that the use of interactive methods and techniques in a foreign language lesson relieves nervous tension among schoolchildren, makes it possible to change the forms of activity, to switch attention to the core questions of the topic of the lesson.

The shift towards student-centered interactive methods has significantly improved foreign language education. By incorporating role-playing, debates, gamification, and technology, educators can create a dynamic learning environment that fosters motivation and language acquisition. Future studies should explore the long-term impact of these methods on different language proficiency levels.

**Annotation**

This article explores the role of interactive methods in foreign language learning, emphasizing their effectiveness in enhancing engagement, retention, and communication skills. The study highlights various interactive techniques such as role-playing, debates, brainstorming, and game-based learning, supported by academic research and practical applications. The findings suggest that interactive learning fosters motivation, reduces anxiety, and improves overall language proficiency. The article also discusses the integration of technology in interactive learning and its impact on student-centered education. Future research directions include the long-term effectiveness of interactive methods at different proficiency levels.

**Keywords:** Interactive teaching methods, English education, student, communication skills

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