HOW DO I USE TECHNOLOGY IN MY MATERIAL DESIGN, LESSON PROCEDURE AND ASSESSMENT?

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ABSTRACT

The article discusses the use of technology in education to cater to different learning needs. It emphasizes the benefits of using PowerPoint presentations to engage students and introduce key concepts. The author also mentions using interactive games and quizzes through platforms like

Kahoot for collaborative learning and assessment. Additionally, an online grading system called Kundalik.com is highlighted, which allows teachers to post grades, track attendance, and communicate with students and parents.

Key words: technology, method, slides, interactive games, Kahoot, Kundalik.com, verbal feedbacks,

INTRODUCTION

Technology plays a significant role in teaching by enhancing and transforming the learning experience. Technology enables collaborative learning, enables students to explore complex concepts through simulations and visualizations, and supports differentiated instruction to address individual needs. Additionally, technology promotes digital literacy skills, prepares students for the digital world, and expands educational opportunities beyond the traditional classroom through online learning platforms and distance education.

MAIN PART

As for me, as a teacher, I use the computer extensively to create my own material design. PowerPoint is the most effective way to do this. By creating and showing colorful PowerPoint presentations, I can easily expose my students to the topic they want to learn. According to Harris(2016), the expectations of today include equipping students with the informational and technological skills necessary to succeed in a world that is driven by technology and is always changing. One of the most effective helpers for me in this is Kahoot. While students can create anonymous user names to play the game, I am able to create and collaborate Kahoots with one another. Students who might ordinarily be hesitant to participate in class can now participate

in it as a whole. In this case I can choose whether I want my students to complete tasks independently or in teams when using the Kahoot app, which can be played on computers or smartphones. After a class or unit, I can utilize Kahoot to review what was learned. According to Khutorskoy A.V. (2002), to evaluate how effectively a student has retained the information, teachers should typically employ any kind of assessment at the ending of a learning block. In order to assess my students, I

use Kundalik.com, an online grading system that allows me to post grades, track student attendance, and handle transcript details. Kundalik.com also enables and fosters communication between teachers and students. Students can share images showcasing their work or upload videos to one of the services. So We can say that technology performs best in teaching process when it is being used as a tool for helping in problem-solving. According to Cutter (2015), students are more motivated to learn when using computers and other modern technology than when using textbooks.

CONCLUSION

Technology can make learning more interactive and engaging through multimedia elements such as videos, simulations, and interactive exercises. It streamlines administrative tasks for educators, such as grading, attendance tracking, and lesson planning, freeing up time for more meaningful interactions with students. Technology promotes inclusivity by providing options for students with disabilities to access educational content and participate in classroom activities.

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