**"MODERN INNOVATIVE TECHNOLOGIES IN EDUCATION"**

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**Annotation**

In the modern world, the question of the use of new information technologies in educational institutions is very often raised. These are not only new technological means, but also new forms of teaching.

The main goal of teaching English is the formation and development of the student's communicative culture, teaching the practical mastery of a foreign language. The ultimate goal of training is to teach free orientation in a foreign language environment and the ability to use the knowledge gained in practical situations.

At the present time in our sovereign country a new system of education is being developed, directed to the exit to the world educational space. This is due to significant changes in the educational process. Due to the fact that the paradigm of education has changed, the content of education has been updated, a new approach, new attitudes have emerged. Development of scientific and pedagogical bases of innovative activity of teachers in training and education of the growing generation in accordance with the requirements of society is one of the most important issues.

In order to become one of the most civilized countries in the future, we need modern education. It is education that makes Kazakhstan one of the most competitive countries in the world. Therefore, the current stage of development poses the problem of the learning process in the education system. Mastering innovative technologies requires a comprehensive knowledge of the teacher. A modern school teacher must be able to master a new way of thinking, be able to communicate with students quickly, be educated, skilled and businesslike.

One of the tasks set for education workers is to constantly improve teaching methods and master modern pedagogical technologies. Today, school teachers, using innovative and interactive methods in the classroom, contribute to the quality and fun of the lesson.

In education, if the pupil is able to search, read, understand, expand the scope of the topic, to share his knowledge with his peers, then the result of the work of the teacher, the student should be active in the traditional learning process.

As for the concept of "innovation", most scientists have given it different definitions. For example, E. Rogers explains innovation as follows: "Innovation is an idea that is new to a particular person." "Innovation is a special new change, and we expect it to address our systemic challenges," Miles said. The word "innovation" comes from the Latin word "novis" meaning "innovation" and "in", and its translation means "renewal, innovation, change". The term innovation is widely used in the theory and practice of modern education.

An important feature of the implementation of education reform is the need to modernize the current learning process. In this regard, various innovative teaching technologies have recently been developed and introduced.

Types of innovative technologies include:

* collaborative pedagogy;
* technology of humanization of education;
* problem-based learning technology;
* learning technology through reference signals;
* advanced learning technology led by interpretation;
* differentiated learning technology;
* technology of differentiated learning based on mandatory results;
* modular learning technology; design learning technology;
* developing learning technology, computer technology,
* game technology, etc. b. many technologies.

To work with modern pedagogical technologies, the following prerequisites are needed:

- Mass adoption of an intensifying educational process;

- comprehensive consideration of measures to prevent learner succession.

The methodological system of teaching on innovative technologies is directly related to the content of the types of cognitive activities that allow to achieve quality results. Therefore, the introduction of innovative methods in the learning process involves the content of cognitive activities, a certain level of activity.

The principles of the new technology are the humanization of learning, the formation of a self-developing, self-improving person who can make the right decisions.

Modern pedagogical technologies, such as scenario - contextual; information technology and Internet resources; interactive learning technology; design technology; collaborative learning; game technology ⎯ help to implement a student-centered approach to learning, provide individualization and differentiation of learning, taking into account the abilities of students.

***Scenario - contextual technology.***

To teach communication in English, you need to create real real life situations, that is, what is called the principle of authenticity of communication, which will stimulate the study of the material and develop adequate behavior. It is based on the principles of business communication. Examples include the following topics.

-Meeting friends in the Conference.

-Introducing

-At the Airport and others.

Lesson press conference

These lessons aim to imitate the press conferences taking place in life: when groups of scientists and public figures conduct conversations with representatives of the press, which are aimed at clarifying key issues and problems in order to popularize and propagate them. Lessons of this type contribute to the development of students' skills in working with additional literature, foster curiosity, the ability to work in a team, and broaden their horizons.

The lesson-press conference is held in order to generalize and consolidate the material studied. The class is divided into groups. One part of them turns into representatives of the press; the other - in specialists of a certain field of knowledge.

***Information technologies and Internet resources.***

Forms of working with computer training programs in English lessons include the study of all types of student activities, namely: reading, listening, speaking, writing.

The possibilities of using Internet resources are enormous. In the lesson, the teacher, together with the students, can solve a number of didactic tasks: to form skills and reading skills using the materials of the global network, to replenish the vocabulary of students, to form students' motivation to learn English. This enables students to take part in tests, quizzes, contests, Olympiads held over the Internet, as well as participate in videoconferences and webinars, etc.

***Interactive learning technology.***

Interactivity creates real situations from life, and forces students to adequately respond to them through a foreign language. This work is in pairs, groups, interviews, questionnaires. In pairs, you can give grammar, reading listening with an assignment. In groups of 3-4-5 people. Tasks must be Elementary. The group is formed: - at will, - multilevel (strong + weak)

***Method of projects.***

One of the technologies that provides personality-oriented learning is the project method, as a way of developing creativity, cognitive activity, and independence. Projects can be divided into: mono-projects, collective, oral - speech, specific, written, Internet - projects.

***Game technology.***

Games allow for a differentiated approach to students, to involve each student in work, taking into account his interests and inclinations. Exercises of a playful nature enrich students with new impressions, activate the vocabulary, perform a developmental function, and relieve fatigue. They can be varied in their purpose, content, methods of organization and conduct. Games can be performed by students both individually and collectively.

For example, in primary school, you can use the role-playing game "Acquaintance":

***Sample dialogue:***

• Hello!

• Hi! What is your name?

• My name is John. What is your name?

• My name is Kate. How old are you?

• I`m ten. How old are you?

• I am seven. Can you sing?

• Yes, I can. Can you swim?

• Yes, I can. Bye, John.

• Bye, Kate.

***Computer presentations.***

Computer presentations allow students to focus on the significant moments of the information presented and create visual effective images in the form of illustrations, diagrams, diagrams, graphic compositions, etc. The presentation allows you to influence several types of memory at once: visual, auditory, emotional and, in some cases, motor. ...

Teachers' pedagogical advice, methodical associations, their research work, creative activities are used in mastering teaching technologies. The main goal of all new technologies is to take into account the individual and personal characteristics of students, increase their independent search and creativity.

It is impossible to be a competent, versatile person without mastering innovative technologies in the field of modern education. Mastering innovative technologies has a positive effect on the formation of the teacher's intellectual, professional, moral, spiritual, civic and many other aspects of teaching, helps to develop themselves and systematically organize the educational process.

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