THE USE OF INTERACTIVE METHODS IN EFL CLASSES

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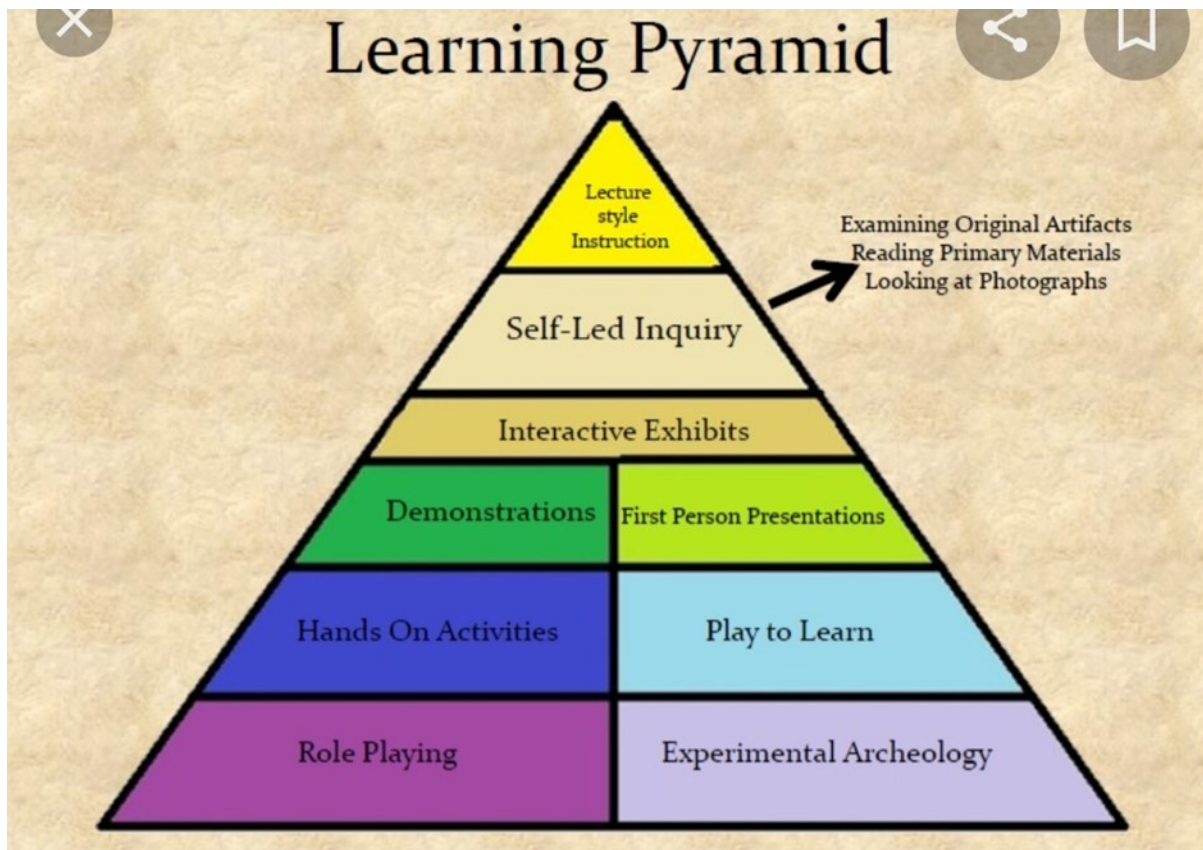@maftunasafarmurodova@gmail.com

Annotation
This article presents different interactive methods in EFL classes.

Keywords: teaching process, EFL, language-based content, Passive and Active methods. products, legal aspect, Environmental Protection, economic aspect.

Introduction

Teaching process is mainly based on two activities. They are imparting knowledge and acquiring knowledge. In the first case teacher sends information and the learners receive it. The innovative methods also deal with this process and their aim is to evaluate the activities of a teacher and learners using new ways and methods of teaching including new technical means of teaching. As we know that methodological approach in teaching foreign languages may be divided into three groups. They are Passive methods, Active methods and also interactive methods. If we speak here in the first place about the passive methods, it should be noted that in Passive methods a teacher is in the centre of teaching. He plays active role but the learners are passive. Control can be carried out by the way of questions, individual and control work, tests etc. It may be useful when it is used by an experienced teacher. Secondly, in Active methods learners are also active. Their role and activity is equal in the process of interaction. Learners may ask questions; express their ideas with a teacher. The last but it is in the first nowadays interactive method or approach is a modernized form of active methods. The most of teachers usually understand or mean cooperative action during the lesson. But here attention should be focused on inner action too. The learners should have inner motivation which involves them into active work or active participation at the lesson. In interactive method teacher's role is to direct learners activity to getting the aim of the lesson which include interactive exercises and tasks.

Learning Pyramid

Lecture style Instruction

Self-Led Inquiry

Examining Original Artifacts
Reading Primary Materials
Looking at Photographs

Interactive Exhibits

Demonstrations | First Person Presentations

Hands On Activities | Play to Learn

Role Playing | Experimental Archeology

Interactive learning is associated with many benefits for students. Group work that is a common element of interactive learning more closely aligns with the collaborative methods of most occupations and professional academics. Research consistently finds that interactive methods correlate with positive student outcomes, such as higher rates of attention, interest in subject matter, and satisfaction .

Interactive classrooms also perform better on measures of student learning. One meta-analysis found that in STEM classrooms with "active learning," broadly defined, student exam scores improved by about six percent . In addition to greater retention, interactive classrooms perform better on higher-order learning measures of Bloom's Taxonomy, like analysis, synthesis, and evaluation. Furthermore, interactive learning is associated with improved learning for typically at-risk students, like minorities and first-generation college students, making it an important part of inclusive teaching .

Students may initially resist interactive learning methods. Lack of experience with interactive learning, the greater effort that is required of students in interactive learning, and the impression that the instructor is abdicating the "teacher" role can factor into students' resistance. Therefore, it is important for instructors to explain the reasons for interactive learning in general . Instructors should also explain the specific reasons for each particular interactive learning exercise, provided they have carefully selected methods that are appropriate to learning goals and students' abilities . The instructor often assumes a less overtly authoritative role in an interactive classroom. Some proponents have described this as moving from "sage on the stage" to "guide on the side." This may be overly simplistic, however. Just as "higher

order" thinking builds upon mastery of "lower order" thinking, interactive learning must be supported by clear academic authority. Likewise, while the collaborative nature of many interactive methods can increase student motivation, too much student autonomy can produce uncertainty that can be demotivating. Practically, this may mean giving "just-in-time" mini-lectures when students are struggling with basic terminology or concepts. The instructor should also establish early in a course that he or she welcomes and can appropriately answer pressing questions—unless the instructor has valid pedagogical reasons for not providing an answer, in which case the instructor should make the rationale explicit to students. In short, an instructor using interactive methods must balance autonomy with support and be flexible and competent in a range of teaching methods.

Bridge the gap between knowledge and action. There is a significant difference between hearing how something is done, seeing how it's done, and actually performing the task yourself. Learning simulations take the knowledge that has been gained and transitions it into action. Being able to explore multiple actions, without the threat of negative consequences is a key factor in determining what approaches work best when faced with various work-place issues. Interactive methods are important in EFL classes, for example: building teamwork - while it's often overlooked, building relationships between co-workers is a crucial part of a successful business, as well as being an element that's important to employees. A feeling of camaraderie is encouraged when workers see themselves working toward a common goal.
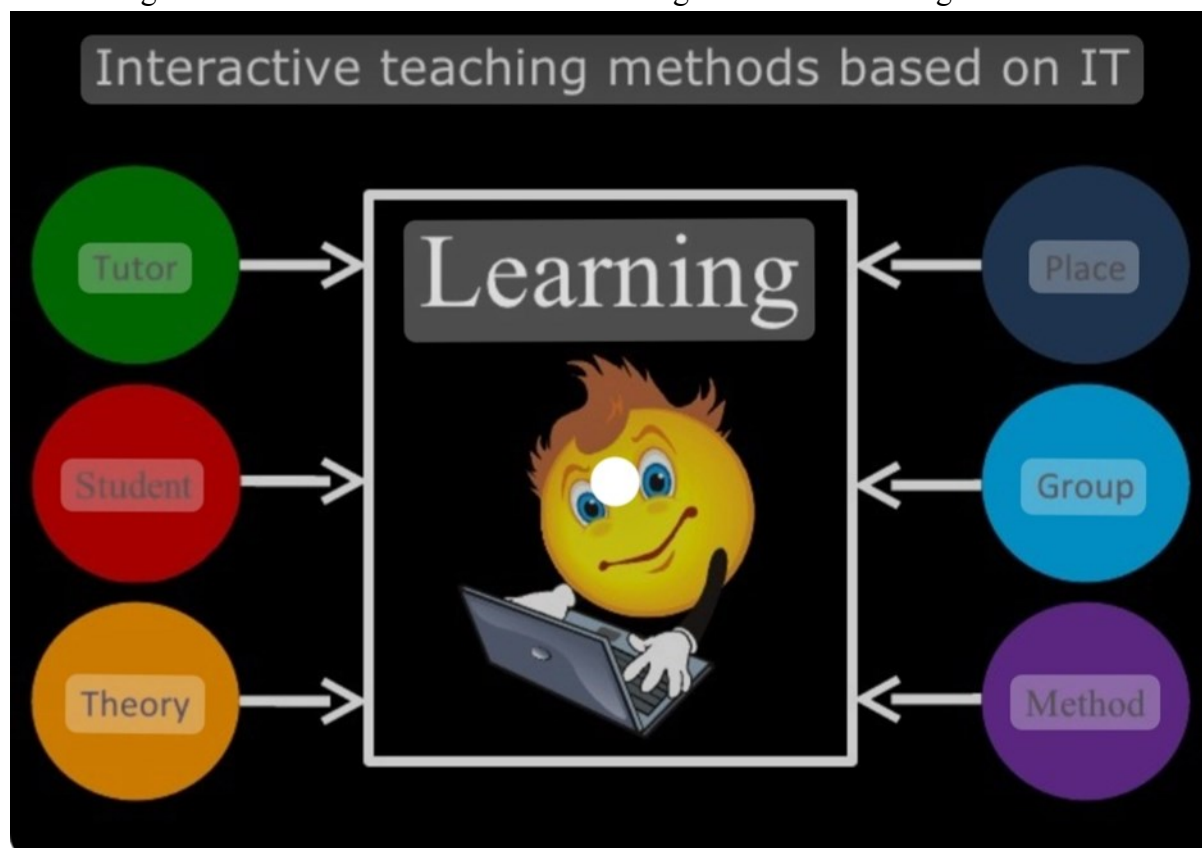
Team-based interactive learning activities allow employees to form relationships as they problem-solve together. Working collaboratively with peers can make one see an issue from an angle they wouldn't have thought of on their own, making for a richer learning experience. Engaging different learning styles. Everyone has a different learning style. Learning simulations can engage certain learners in ways that a traditional lecture-type scenario doesn't. Interactive learning combined with other methods provides a well-rounded approach and provides the capability to reach more learners.

Making mistakes without risk. Interactive training takes the apprehension out of the decision-making process because there aren't any negative consequences. This is especially important for employees who work in the customer service industry or in sales. They can practice scenarios in which they have to deal with difficult customer issues and complaints, without the risk of losing a customer for the company. As they practice, they grow in the confidence that they can handle anything that comes up when they are in an actual situation.

Learning simulations work. One of the aspects that make interactive training so effective is that it's fun. Even corporate employees want to enjoy themselves while they're learning. Being engaged with the learning process makes the experience more memorable. The fact that simulations are relevant to the employees' actual job duties plays a large part in making the information stick. Overall, every teacher should conscious about both natural talent and the action during the process.

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