

# TECHNOLOGY IN THE CLASSROOM.

**Abdusattarova Nigina O'tkir qizi**

Foreign language department in preschool and  
primary education, 540-20-group student

## **Annotation**

Technology is becoming an indispensable part of our life and our education system as well. Teachers and students can benefit from technology. This article aims to discover the benefits technology can bring to the classroom, and some of the useful and effective methods that teachers can use in the lessons in order to enhance student motivation and student's engagement in class.

**Key words:** technology, method, ICT, flipped classroom, classroom apps, educational videos, parent-teacher interaction.

Teachers are always pushed towards new methods, pedagogies, ways to improve better student performance. In this case, technology is ready to help them to deal with these problems. Integrating technology into our teaching system is not harder than we thought. As a matter of fact, teachers who constantly use ICT to conduct lessons in the classroom work fewer hours than those who never do.

One of the most efficient ways of the use of technology is that flipping the classroom. We can also name it as "a student-centred " or " a learner-centered " lesson. In this case a teacher should assign an educational video to view at home. Then teacher can open up a discussion about the particular video that was given as homework. With the help of this method, teachers will build an atmosphere that is useful for interacting students and encourage them to comprehend and acquire the knowledge independently. This method allows each and every student to learn at their own pace by forwarding, rewinding, replaying and pausing the videos as many times as they want. They feel free to learn more than encounter material in <sup>1</sup>the lessons. According to the website, a flipped classroom model involves a lot of work by students outside of class. Students will resent this work if they do not see how it frees class time to do things that help them learn. The teachers believed by

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<sup>1</sup> <https://moluch.ru/archive/159/44844/>

submerging students in a technology rich classroom, class climate changed, students worked more independently, customized plans for students were implemented, and student improvement was enhanced (Tiene & Luft, 2001).

Another approach with technology is that classroom applications. These kinds of educational applications can decrease the paperwork and documents. Muhammad (1992) reports that using technology in education helps consider individual differences, provide feedback to the learner, increase achievement and acquiring the skills of learning and using computer in the educational process, acquire positive attitudes and trends, decrease learning time, develop the skills of problem solving, implement many difficult tasks, understand concepts, memorize historical facts and decrease the workload of the teacher. It is a relief to have all the mundane documents and tasks done with a few taps so that teachers can have a better work-balance. Apart from this, Students are able to learn the lessons which they miss in the class. Learning is no longer passive activity, It is always active with classroom applications which means that mobile learning gives an opportunity for students to be access anywhere and anytime. App learning is limitless, and can be done outside of the school. Most of the apps have an embedded videos which explain the topics more obviously than school textbooks. In addition to this, less paper is really helpful to keep the environment save.

Technology in the classroom is not only beneficial for teachers and students, but also exclusively beneficial to parents in terms of parent-teacher interaction. When parents are involved in their child's education, students' attitude towards learning increases, attendance increases, and academic skills increase (Fan & Chen,2001, p.1143) For a various reasons, the interaction between teachers and parents is becoming more and more difficult and applications provide one-way of addressing this problem. These kinds of apps can build a great bond with teachers and parents and facilitating teacher responses to the questions that are asked by parents regarding to their children's development. Also they are handy to make an <sup>2</sup>appointment with parents or telling them their children's exam results. The Rodriguez et al., (2013) tell of the benefits of using mobile devices in the

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<sup>2</sup> file:///C:/Users/Intel/Downloads/use-of-modern-innovative-technologies-in-teaching-english.pdf

classroom but warn teachers they must plan how to implement technology in the classroom correctly. A few recommendations the authors have for teachers to correctly implement technology in the classroom are, teachers must plan of time, teachers need be knowledgeable of the technology used, and teachers need to communicate with parents. Involving parents in their children's education is a vital step to success.



Another interesting point in education is that combining education with entertainment. It can cause students to achieve more things by having fun. When online games are implemented properly, they are effective in helping children develop reasoning skills, spatial awareness, problem solving, good reflexes, along with creativity and lateral thinking. Nowadays, a multitude of game-makers are developing educational games like Kahoot, Class Dojo and many others. Taking Class Dojo as an example, it is an online management program that can give instant feedback to the students and their parents by recording students' behaviour. Teachers can offer rewards and privileges to students for accumulated points. Teachers can reward students by having positive behavior by allowing student to get something out of the treasure box or be the teacher helper for the day (Garcia et al., 2015, p.4). Class Dojo gives students point for their positive attitude . The app appeals to student. It is because each student gets a good character. With the help of this program, teachers can communicate with parents about their children's behavior,

announcements, and upcoming events. While students can play alone, most educational games encourage players to work effectively in teams—a building block for building skills like strong relationships and collaboration which are essential in school and life.

In conclusion, Technology has influenced education. In this modern era, the good sides of technology are huge! Without technology, students. Technology in the classroom has had a huge impact on students and teachers today. For students to become successful adults, they need to be able to use technology appropriately. The majority of the jobs require the use of technology and for students to succeed<sup>3</sup> in future careers, technology should be done in class. With all the technologies, Students will achieve more and more things in the future, this is a key of widening well-educated staff to the government.

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