INNOVATIVE TECHIQUES USED IN LANGUAGE CLASSROOM THE IMPORTANCE OF PRE, WHILE AND POST ACTIVITIES IN TEACHING READING

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Annotation: This article is devoted to the techniques used during English class. In the first part of the article three phases of reading activities are researched. In the second part the pros and cons of video games are investigated. The analysis of the investigation are provided.

Key words: language classroom, reading activities, pre-reading, while-reading, post-reading, positive effect, to encourage students, to focus on vocabulary, to achieve aims, major part, computer addiction, to accelerate reaction, to improve motility, to find information, require a specialist

Introduction

Reading in language classrooms is an activity which is interactive and mostly it is directed by teachers. They use different techniques to make reading activity much meaningful and thus, it can be handled in three phases to manage the task in a much proper and effective way. These three phases are pre-reading, while-reading and after-reading phases. Each of them has its own important role. They are all necessary parts of a reading activity. In language classrooms, these phases have to be put in consideration in order to achieve to develop students' reading skills.

There are many reasons why getting students to read English texts is an important part of the teacher's job. In the first place, many students want to be able to read texts in English either for their careers, for study purposes or simply for pleasure. Reading is useful for language acquisition. Provided that students more or less understand what they read, the more they read, the better they get at it. Reading also has positive effect on students' vocabulary knowledge, on their spelling and on their writing. Reading texts also provide good models for English writing. At different times we can encourage students to focus on vocabulary, grammar or punctuation. We can also use reading material to demonstrate the way we construct sentences, paragraphs and whole texts. Students then have good models for their own writing.

Lastly, good reading texts can introduce interesting topics, stimulate discussion, excite imaginative responses and provide the springboard for well-rounded, fascinating lessons.

Pre-reading stage – by pre-reading activities, we mean tasks/activities that students do before they read the text in detail. The purpose of this stage is to facilitate while-reading activities. Garmer calls this stage of reading Lead-in, where the students and teacher prepare themselves for the tasks and familiarize themselves with the topic of the reading exercises.

Pre-reading activities contain: Predicting based on the title, Predicting based on vocabulary, Predicting based on the true or false questions, Skimming, Scanning, Eliciting word games, Word spider, Discussions, Brainstorming.

While-reading stages – these include activities that a pupil engages in while reading the text and the purpose of these activities would be to enable students to achieve the lesson

Proceedings of International Multidisciplinary Scientific-Remote Online Conference on
Innovative Solutions and Advanced Experiments
Samarkand Regional Center for Retraining and Advanced Training of Public Education Staff Samarkand, Uzbekistan
JournalNX- A Multidisciplinary Peer Reviewed Journal
ISSN: 2581-4230, Website: journalnx.com, June 18th & 19th, 2020

aims by handling the text in different ways. Reading discussion, answering the questions, Predicting what is next, Matching, Jigsaw reading, Reading puzzles, True/False activities are while-reading activities.

Students, like the rest of us, need to be able to do a number of things with a reading text. They need to be able to scan the text for particular bits of information they are searching for (as, for example, when we look for a telephone number, what's on television at a certain time or search quickly through an article looking for a name or other detail). This skill means that they do not have to read every word and line; on the contrary, such an approach would stop them scanning successfully.

Jigsaw reading: students read a short text which sets up a problem and then, in three groups, they read three different texts, all of which are about the same thing (different aspects of behavior such as anger, or different reports on a problem, or different parts of a story or strange event). When they have read their texts, they come together in groups where each student has read a different text, and they try to work out the whole story, or describe the whole situation. To Ann Miller's UFO employs jigsaw reading on a large scale, but it is still a highly motivating technique, despite – or perhaps because of – the time it takes. Above all, this kind of jigsaw technique gives students a reason for reading – and then sharing what they have found out.

Post-reading stage – the purposes of this stage are: to help students use their acquired knowledge in similar readings, to have them integrate their reading skills both with the other language skills: listening, speaking, writing and with the foreign culture, to make use of key words and structures to summarize the reading passage, to extract the main idea of a paragraph or a reading text and to interpret descriptions (outlining and summarizing). Useful and interesting activities of this stage are: Retelling, Reporting, Discussion, Writing a paragraph, Role play, Gap – filling, Summarizing.

Taking everything into consideration these activities provide the students with opportunities to relate what they have read to what they already know or what they feel. If teachers use pre - , while and post activities in reading, students can easily get information and improve their vocabulary. Furthermore, these activities are significant for language acquisition in general, provide good models for future writing and offers opportunities for language study. By developing reading comprehension students can improve their vocabulary and writing.

PRO'S AND CON'S OF VIDEO GAMES

This part of the article deals with pros and con's of Video games. Computers have become a major part of our everyday life. People simply can't live without them. They work and study with the help of computers, find information, and, of course, play different games.

Speaking about computer games, we should say that they are gaining more and more popularity both among kids and adults.

There are two points of view on this question. On the one hand, computer games help to develop memory. In fact, while playing you try to remember as much information as possible, which enables to achieve better results and eventually win the victory. They also accelerate the reaction and improve motility. Moreover, those games develop your logical

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ISSN: 2581-4230, Website: journalnx.com, June 18th & 19th, 2020

thinking, computer skills and, last but not least, your command of the English language. During a chat you can get acquainted with new people and make virtual friends. If you like each other, you date and consequently become close friends in the real life. In addition, playing computer games is a good way of entertainment.

On the other hand, computer games may negatively affect your health. First, your eyesight can deteriorate. Second, if you sit without moving for long periods, you may gain weight and run a risk of fat. Addicted gamers tend to neglect regular meals and end up with junk food, thus harming their stomach. Furthermore, numerous people spend too much time on playing, which can ruin human relationships. Another aspect is that such games include aggressive elements, which makes participants nervous and even cruel, causing violence and other forms of anti-social behavior.

For most people computer games are a craze. Like any other craze, such as skate-boarding, the craze is short-lived. It provides harmless fun and a chance to escape. They become experts and others come to them for help and advice. Computer addicts are usually very shy people. Using computers gives them confidence. About one in three hundred computer owners spend almost all their time using computers.

Long hours of sitting in front of the monitors damage our eyesight and spoil the posture. And, it is not a secret to anybody, that playing computer games may cause a strong addiction. Except problems with physical health, gamers are exposed to a variety of mental disorders. Their memory and intellectual abilities worsen; they experience difficulties in communication and are not interested in the real life. The neglected cases often require the intervention of a specialist.

To sum up, the issue in question has nearly as many strong points as weak ones. After all, everyone makes one's own decisions. As to us, we prefer to spend evenings and weekends with ours relatives and friends. Besides, we enjoy going in for sports more than playing computer games.

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