

IMPORTANCE OF “KAHOOT” GAME IN TEACHING ENGLISH

Abdumalikova Sevinch Tayirovna

2nd Year Student Of The Faculty Of English Philology Of The Uzbekistan State University Of
World Languages, Uzbekistan

ABSTRACT: This article discusses the importance of “Kahoot” game in teaching English. When teaching high school students English as a second foreign language, the use of modern interactive technologies allows us to achieve better results and ensure students’ interest in the material being studied. And Kahoot is getting more and more popular in education process.

KEYWORDS: English, Kahoot, Skype, Zoom, Google Hangouts, high school students, foreign language, interactive technologies, better results, students’ interest, education process.

INTRODUCTION

The role of teaching through various games in teaching English is incomparable. Playing various games during the lesson increases the enthusiasm for learning science in the classroom, encourages passive students to better participate in the lessons, and creates an environment of competition and teamwork among students in the classroom. It also increases students’ respect for their teachers.

Kahoot is one of the best interactive software used by teachers to make learning fun and engaging. If you have ever used Kahoot, you know how tactically it provides interactive exercises for students to complete their lessons at their leisure. It is not only useful for teachers, but also for children, because they can learn by competing with each other through fun games. Plus, once installed, Kahoot is available on parents’ smartphones so they can learn on the go. But, Kahoot is not the only program that offers such interactive learning opportunities through playing games. Many apps like Kahoot offer fun games that allow students to easily teach complex lessons.

THE MAIN FINDINGS AND RESULTS

It is designed for social learning, with students gathered around a common screen such as an interactive whiteboard, projector, or computer monitor. The site can also be accessed via screen sharing tools such as Skype, Zoom or Google Hangouts. The game design is such that players have to look at their devices frequently. The gameplay is simple; all players connect using a created game PIN displayed on the common screen and use the device to answer questions created by a

teacher, business leader or other person. These questions can be converted into reward points. Creator players can choose whether to receive 0, 1000 or 2000 points. The points the player gets are calculated based on how much the player can get and how much time the player takes to answer. The faster the player answers and the more correct the player gets, the more points he gets. Scores are displayed on a leaderboard after each question. A player can also win streaks, which means they answer more questions in a row. The better their line, the more points they get for answering the question correctly

Kahoot is a popular learning platform for quizzes, quizzes, and educational games. The platform has a web version, but, in my opinion, it is more convenient to use a mobile application, so the article will be about it. The main mode of Kahoot! This is the quiz creation mode. Recently, some more cool features have been added to it, which we will talk about in this article. I will tell you how to use Kahoot to the maximum advantage in the classroom, how to use it to engage students in self-study and diversify boring tests.

When teaching high school students English as a second foreign language, the use of modern interactive technologies allows us to achieve better results and ensure students' interest in the material being studied.

We use the Kahoot platform in English lessons throughout the academic year because, firstly, it is an effective tool at the stage of consolidating knowledge of vocabulary and grammar, as well as regional studies, and secondly, it is a resource for diagnosing students' knowledge on lessons in a fun way.

During the period of distance learning, we continue to use the Kahoot platform in online lessons that we conduct via Zoom teleconference. Right during the teleconference, we include this application in the lesson, also online.

The kahoot platform allows you to create online quizzes, tests and surveys for free. Students can answer teacher-created tests from devices with Internet access. Usually, we conduct small online tests or surveys on this platform at the end of the online lesson. In time, it takes 5-10 minutes, depending on the number of questions that we have prepared. These surveys allow me to sum up the lesson and at the same time keep the children interested in the topic being studied.

A few words about how this happens.

- 1) To work, the teacher needs to register on the site <https://kahoot.com/>
- 2) Create your own "kahoot" or use a collection of ready-made tests on various topics.
- 3) Students open the site <https://kahoot.it> on their smartphones, tablets, computers or laptops, or cover Zoom but stay connected, or on another gadget, such as a phone. To enter the test or survey, the children enter the game code (PIN code) provided by the teacher.

After the required number of students have successfully connected to the kahoot, the teacher starts the kahoot by pressing the "Start" button. Students see questions, answer options and

answer them using their devices. Students read questions and answers from computer screens. It is convenient for the student to choose the correct answer on his device. Options are represented by geometric shapes. The use of this service for conducting lessons not only in English, but also in other subjects (history, geography, chemistry, mathematics, Russian, sports, extracurricular activities) is a powerful motivator that increases interest in lessons among students with different types of motivation. Tasks in this form are liked by those guys who love compete, as well as those who are very important to see their result at the end of the lesson.

CONCLUSION

During the period of distance learning, we continue to use the Kahoot platform in online lessons that we conduct via Zoom teleconference. Right during the teleconference, we include this application in the lesson, also online. This research revealed that the benefits of using Kahoot! as follow: (1) motivating students to learn, (2) building a good atmosphere in class, (3) helping students to get focus, and (5) providing positive competition.

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