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USE OF WEB 2.0 SERVICES IN TEACHING ENGLISH

Abstract: *This article discusses the use of intellectual technologies in foreign language teaching. The authors present a brief survey of Web 1.0, Web 2.0 technologies paying special attention to mobile learning and Web 2.0 technology used in foreign language education. The paper evaluates the educational potential of mobile applications in foreign language education.*

Key words: *Web technologies; Web 2.0; intellectual technology; mobile learning; foreign language; mobile application; open informational, educational environment; Internet.*

Language: *English*

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Introduction

In the nineties of the XX century - the beginning of the XXI century were accompanied by truly revolutionary changes in the field of information technology. The Web1.0 services, originally intended for professional website creators, were replaced by the intellectual (smart) technology Web 2.0, which has found application in almost everyone's life - from housewives and students to representatives of professional communities of various fields: education, healthcare, science, culture, economics, army, politics, etc.

One of the priority areas for the development of the modern information society is the informatization of education - the process of improving education through the introduction of information and communication technologies. The Internet creates unique conditions for acquainting students with the cultural diversity of the communities of the countries of the language being studied, while the foreign language is used as the main means of education and self-education.

Web 2.0 Services is a platform that brings together different people in a network of interest communities. Due to such didactic properties as interactivity, creativity, accessibility and sociality, Web 2.0 technologies have led to the emergence of new forms of training organization - the creation of educational network communities, which are becoming an integral part of the information-educational environment.

In figure 1. We can see the definition and examples of Information technology.

Clarivate Analytics indexed

Fig.1. Definition and examples of Information technology

Web 2.0 is understood as an integrated approach to the organization, implementation and support of Web resources. Web 2.0, according to Tim O'Reilly, is a design technique for systems that take into account network interactions become better the more people use them. A feature of Web 2.0 is the principle of attracting users to the content and multiple reconciliation of content or content. Web 2.0 services, also called social services, is network software that supports group interaction. Thus, if the training task is related to cooperation or collaboration, then depending on the goals you can choose one of the Web 2.0 services for its implementation.

II. RESEARCH METHODOLOGY

Learning Apps is a Web 2.0 application to support learning and teaching through interactive modules. Existing modules can be directly included in the content of the training, and they can also be modified or created online. Learning Apps contains over 30 templates for creating interactive exercises. The theme of the templates is diverse: from solving crosswords to creating maps, there is a Russian-language interface.

The virtual interactive wall of the padlet allows you to collect and organize information on a specific topic, and you can immediately see the participation of each interlocutor. Everything can be placed on the wall: a text message, photos, audio files, attach another text document to the message. You can change the wallpaper of the wall, the icons next to the name of the wall, you can minimize messages. The wall consists of windows, each of which is active and contains loaded material. Padlet will help to create a bulletin board, discussions, reasoning, puzzles, collecting reviews. Consider, for example, creating a New Year's wall. New Year wallpapers, Christmas carols are poured onto the wall. Students are given a link to the resource and the task is formulated to wish each other a Happy New Year and post any music on a topic that they like. The result is a whole collection of sincere congratulations and various, absolutely beautiful, melodies for the holiday.

Story bird is a tool for creating short stories with a visual basis for subsequent presentation and exchange with a partner. The service also provides the ability to write joint stories to two (or more) people. This site gives the child the opportunity to become a real writer. You can choose illustrations, write text to them, and even "publish" your book. And then you can share your book with friends, classmates, parents and interested grandparents. Creating stories and reading become one way of communicating. You can see what your neighbor on the desk did, you can read books to each other. And since the goal is to make reading interesting, and communication necessary, then, of course, such interactive reading is very interesting for children and they are happy to write comments to each other.

Real time Board is an endless virtual board on which there is space for creativity. You can attach pictures and PDF files to the board, stick stickers, draw with markers, leave text notes and comments on any elements, upload and edit files from Google Drive. Of course, Real time Board will not replace the board in the audience, but it can be an excellent complement to it. In the service, with the help of simple and understandable tools, you can visually present information - in diagrams, pictures, drawings, and also take advantage of collaboration. This is a great service for design tasks. It will make teamwork integrated on one site, when instead of text or presentation "from pieces" an entire project will be obtained. In the Real time Board format it is very convenient to track how the project as a whole is progressing, how much the whole team is involved in it, as well as the contribution of each participant.

Toon Doo is a service that allows you to build dialogue speech training, realizing communication situations in accordance with the communicative tasks of students and different types of interpersonal communication. Possibilities of use: a model for creating your own dialogue or dialogue with missing fragments for reconstruction. In this case, the teacher can offer students different types of tasks: to play the proposed dialogue in roles; restore missed replicas in the dialog; make a dialogue according to the model; compose your own dialogue in accordance with the speech situation represented by a series of pictures. Using this service contributes to the formation of speech competence, the development of the ability to plan your speech behavior and increase motivation to master a foreign language.

Second Life: a multiplayer online game, which is a three-dimensional virtual world with millions of users; Second Life is not so much a game in the usual sense as a virtual space with certain properties; Second Life and other virtual worlds allow students to learn a foreign language, communicating in the same space with other students and native speakers.

The Thing Link Interactive Poster is an electronic means of providing information that can actively and variably respond to user control actions. The interactive poster uses various interactive elements: text, link, navigation buttons, video, presentations, sound, which provide the possibility of interaction between the user and the contents of the poster.
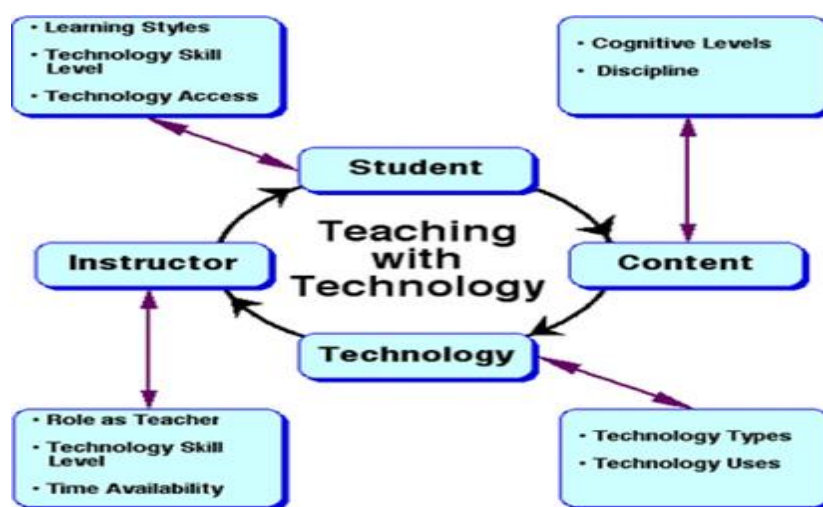

Fig.2.Teaching with technology

Thanks to web technologies, we have access to an unlimited amount of authentic information in a foreign language. The advantage of Web 2.0 is that students have the opportunity to work on educational material at a convenient time and in any place where there is Internet access. The use of web technologies contributes to the formation of students' independent work skills, on the basis of which the process of their further self-education is built. The use of Web 2.0 technologies contributes to the development of the proposed educational Internet materials and the filling with new content of the educational process. Web 2.0 technologies differ from computer technologies in that students use the Internet not only as a source of information, but at the same time they become active participants in creating multimedia content. They can make their changes, corrections, ask questions and receive answers from professionals.

The simplicity and effectiveness of Web 2.0 technology are the main criteria for their use in the methodology of teaching foreign languages, in particular English. The teacher and student do not need to possess programming skills. They have the

opportunity to use the templates that are offered on the Web 2.0 resources to create their blogs, podcasts, presentations and post them on-line. The use of Web 2.0 technology enhances interest in the learning process. The motivation of students when using this technology is due not only to technological capabilities, but also to the fact that students write about what is important to them. Students independently manage their learning by actively seeking information.

III. CONCLUSION

Using Web 2.0 technology opens up new possibilities for working in the classroom and beyond. In the traditional organization of training due to lack of time in the classroom, not all students have a chance to speak and be heard. The introduction of Web 2.0 technology allows each student to take an active part in the lesson, which opens up new perspectives for learning. Using Web 2.0 technology can help English teachers solve one of the most important problems in teaching foreign languages - the formation of foreign language competence, language skills, providing

students with the opportunity to receive, find, fix and analyze material themselves, using the on-line network.

The introduction of new information technologies in the educational process allows to improve the quality and level of knowledge, makes it possible to implement a differentiated approach to teaching students, taking into account their individual characteristics.

To draw the conclusion, one can say that Web technologies are not just regarded as an instrument, which can be used as a replacement of existing teaching ways. Web technologies are seen as an important tool to support new methods of teaching and learning. It should be used to develop student's skills for cooperation, communication, problem solving and lifelong learning.

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