

**APPLICATION OF INTERACTIVE WORDWALL AND LEARNINGAPPS
PROGRAMS IN INFORMATION TECHNOLOGIES IN EDUCATION IN THE
CONDITIONS OF DIGITALIZATION**

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Abstract: This article electronic education in the environment Wordwall and LearningApps interactive programs information Information Technology (IT) in teaching to apply dedicated to. In the article this of programs features, advantages, IT science practical application and study to the process impact in detail illuminated. Wordwall and Learning Apps students motivation increase, individual approach provide and remote to education in adaptation role examples with Also, in schools this tools application experience, experience arrival possible was problems and their solutions analysis The article is about IT science. in teaching modern from technologies of use importance and prospects illuminating passed.

Keywords: Electronic education environment, interactive programs, Wordwall, LearningApps, information technologies, education methods, remote education, students motivation, programming basics, modern education

Introduction. Modern in education information and communication information and communication technologies (ICT) place increasingly increasing Electronic education environment study process further effective and interesting to do for wide opportunities creates. Especially, information technologies (IT) such as practical and dynamic in sciences interactive from tools use of the students knowledge to take process simplifies and motivation increases. This in the article Wordwall and LearningApps of programs electronic education in the environment, especially IT science in teaching their application, advantages, opportunities and practical examples are 7 pages long in detail is illuminated.

1. Electronic education environment modern in education place

Electronic education environment is the internet, software supply and digital resources based on organization made study platform is, then teacher and students mutual cooperation This environment is IT science. in teaching especially important, because science has its own nature in terms of technological tools and programs to study based on. Electronic education environment advantages as follows:

- Remote to education flexibility;
- Multimedia from resources use opportunity;
- Students independent work ability development

Wordwall and LearningApps such as interactive programs this IT science in the environment in teaching application possible was the most effective from tools is one.

2. Wordwall of the program features and IT science application

Wordwall is to the students various interactive exercises, quizzes and games create opportunity give online platform. In IT science this program to the students programming fundamentals, algorithms, computer networks and other topics in mastering help gives.

Wordwall main Features :

- ✓ **Templates Variety** : 30+ games such as “Quiz”, “Match Up”, “Word Search” more than templates there is .
- ✓ **Fast Preparation**: Teachers short time inside exercises create them class or remote in education application possible.
- ✓ **Interactivity**: Game elements students to class interest increases.

IT science application examples:

- **Programming Basics** : From the “Match Up” template programming using operators (e.g. , “if”, “while”, “for”) and their tasks adaptation exercise create possible .
- **Algorithms**: In the “Quiz” template algorithm stages order with placement according to questions is prepared.
- **Computer Parts**: “Word Search” game through computer main find parts (CPU, RAM, GPU) task is given.

Wordwall's IT science application to students complicated concepts game in the form of to master help gives and in class interactive environment creates.

3. LearningApps of the program opportunities and AT in science importance

LearningApps is students and teachers for didactic exercises to create intended platform. In IT science this program of the students theoretical knowledge practical skills with to unite service does.

LearningApps main possibilities :

- ✓ **Various exercise Types** : such as “Timeline”, “Matching”, “Fill in the Blanks” exercises there is .
- ✓ **Collaboration**: Teachers general at the base from exercises use or new exercises create possible.
- ✓ **Integration** : Virtual classroom exercises Add to platforms (Google Classroom, Moodle) easy .

IT science application examples:

- ✓ **Software supply History**: “Timeline” exercise through operational systems development history (Windows, Linux) for students order with placement assignment is given.
- ✓ **Network technologies**: “Matching” exercise using network devices (router, switch) and their tasks is customizable.
- ✓ **Code Writing**: “Fill in the Blanks” exercise in Python or C++ code via empty places filling task is given.

LearningApps in IT of the students independent work ability increases and exercises house task as application opportunity gives.

4. Wordwall and LearningApps ' IT in education advantages

IT science of these programs application one row advantages presented will:

- ❖ **Motivation**: Game and interactive elements students active participation to reach encourages.
- ❖ **Individual approach**: Every one student 's to the level suitable exercises is prepared.
- ❖ **To practice Orientation**: IT science practical aspects (code writing, networking setup) game in the form of is studied .



❖ **Time savings:** Readers at hand to be prepared materials instead of fast and good quality from resources uses.

For example, 7th grade students on the topic "Internet networks " for On Wordwall quiz to compose or On LearningApps network protocols adaptation exercise create study process further interesting does.

5. Practical experience and examples

Uzbekistan IT in schools in teaching Wordwall and LearningApps application experience increasingly is expanding. Below one how many practical examples is quoted :

- **Wordwall experience:** in 8th grade, “Algorithm concept of" in passing teacher from the “Quiz” template using the algorithm main stages determination according to questions prepared by. Students smartphones through on the quiz participation and get the results in real time in mode they saw.
- **LearningApps Experience :** In 9th grade, I took a course in “ Programming” "Matching" exercise on the topic "languages " was created , in which Python, Java and C++ languages features This exercise is adapted . house task as given to the students independent performance provided.

This experiments this shows that interactive programs IT science in teaching not only in class, maybe remote also effective in education works.

6. Problems and their solutions

Wordwall and LearningApps in use some problems to the surface arrival possible:

- ✓ **To the Internet entrance Problem:** Some internet connection in the regions weak to be lesson to the process impact does. Solution as print exercises or offline in mode use possible .
- ✓ **Technical of knowledge Shortage:** Teachers programs to use in learning difficulties to observe possible. against special trainings organization to do recommendation is being done .
- ✓ **Students Distraction:** Game elements sometimes students main from the purpose distraction It is possible. in case teacher the lesson hard control to do necessary .

Wordwall and LearningApps platforms comparison analysis

Features	Wordwall	LearningApps
Usage type	Interactive tests and games	Interactive exercises and quizzes
Exercise types	From 20 more than game format	From 20 more than exercise type
Evaluation opportunity	Automatic assessment	Results observation
Usage method	Online and print to grow	Only online
Price	Limited free , full paid	Complete free

Conclusion

Electronic education in the environment Wordwall and LearningApps IT programs in teaching application study process modern, efficient and students for interesting to do service



This will do. tools to teachers the lesson organization in doing flexibility, to students and knowledge in mastering new opportunities In the future this of programs artificial intellect with integration and mobile to applications adaptation education further development is expected. Uzbekistan education in the system this tools wide current to do for teachers preparation and infrastructure improve according to additional measures see necessary.

IT science in teaching Wordwall and From LearningApps use not only today's It will work in a day, but future generation technological to the world in preparation important step become service does. Readers this tools active try to see and own in their experiences to apply is encouraged.

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