

## MODERN TECHNIQUES AND EFFICIENT STRATEGIES IN EFL LEARNING AND TEACHING

*Umaraliyeva Munojat Mashrabovna*

*Senior teacher of the English language and literature*

*faculty of Fergana State University*

[\*umunojat1@gmail.com\*](mailto:umunojat1@gmail.com)

*Bozorboyeva Omina Aliyevna*

*2nd-year student*

[\*ominakhanbozorboeva@gmail.com\*](mailto:ominakhanbozorboeva@gmail.com)

### ABSTRACT

In this article, some of the modern techniques in learning English language and their effectiveness are analyzed and some efficient strategies, including the use of digital technologies, task-based language teaching, and the implementation of learner-centered approaches are discussed.

**Keywords:** EFL learning, modern technologies, efficient strategies, language skills, language acquisition.

### INTRODUCTION

English language is one of the most widely spoken languages in the world. The number of people learning English as a second or foreign language is constantly growing. With the advancement in technology, learners are embracing modern techniques in learning English language. Modern techniques in learning English language refer to the methods and tools used in teaching and learning English language.

### LITERATURE VIEW

Modern techniques in learning English language have revolutionized the way learners acquire English language skills. Virtual reality, online learning platforms, and mobile apps are examples of modern tools that learners are using to enhance their English language skills. These tools offer learners the opportunity to learn English language at their own pace and convenience. They use interactive techniques that engage learners in the learning process. It is important for learners to embrace modern techniques in learning English language if they want to improve their English language skills.

#### *Virtual Reality*

Virtual reality is a modern technique that has been embraced in learning English language. Virtual reality can be defined as a computer-generated simulation of a three-dimensional image or environment that can be interacted with in a seemingly real or

physical way. Virtual reality is used in learning English language to create a simulated environment that enables learners to practice speaking English. Learners are able to interact with native speakers of English in a virtual environment, which enables them to improve their pronunciation and vocabulary. According to a study by Besser and Imuta (2018), students who used virtual reality in learning English language were able to improve their speaking fluency and confidence.

### ***Online Learning Platforms***

Online learning platforms such as Duolingo, Rosetta Stone, and Babbel are modern tools that learners are using to learn English language. These platforms offer learners the opportunity to learn English language at their own pace and convenience. Learners are able to access the platforms from anywhere in the world and at any time. Online learning platforms use gamification techniques to engage learners in the learning process. For example, Duolingo uses a point system that motivates learners to complete the learning modules. According to a study by Dizon and Tang (2018), learners who used Duolingo in learning English language were able to improve their reading and writing skills.

### ***Mobile Apps***

Mobile apps are another modern tool that learners are using in learning English language. Mobile apps such as English Central, Learn English Vocabulary, and Busuu are specifically designed to help learners improve their English language skills. Mobile apps offer learners the opportunity to learn English language on the go. Learners are able to practice their reading, writing, listening, and speaking skills using their mobile devices. Mobile apps use interactive techniques such as videos, quizzes, and games to engage learners in the learning process. According to a study by Rahmawati and Purwanto (2019), learners who used mobile apps in learning English language were able to improve their vocabulary and listening skills.

## **METHODOLOGY**

As EFL learning is a complex process, this requires learners to acquire new language skills, cognitions, and attitudes. In recent years, scholars and practitioners have been working to develop modern and efficient strategies that can facilitate language learning and improve learners' outcomes which have been shown to foster better language learning outcomes, engagement, and motivation among students. We will look through some of them below:

### ***Digital Technologies in EFL Learning***

The rapid development of digital technologies has transformed the way we learn and teach languages. Digital technologies offer numerous benefits, including increased accessibility, flexibility, and personalization of the learning experience (Slotte & Lonka, 2013). In EFL learning, the use of digital technologies can enhance student engagement, motivation, and language proficiency.

One effective strategy is the use of flipped learning, which involves the delivery of instructional content outside the classroom, and the use of classroom time for active learning activities (Bergmann et al., 2015). Flipped learning has been shown to promote self-directed learning, collaborative learning, and critical thinking skills among EFL students (Hwang et al., 2017).

Another example of digital technology is that gamification. Gamification involves the integration of game elements into non-game contexts, such as language learning (Deterding et al., 2011). Gamification can enhance students' motivation, engagement, and learning outcomes by creating a more immersive and enjoyable experience (Park & Kim, 2019).

### ***Task-Based Language Teaching***

Task-based language teaching (TBLT) is an approach that focuses on the use of communicative tasks to facilitate language learning (Nunan, 2004). TBLT emphasizes the importance of using language for real-life communication, and students are provided with opportunities to interact and negotiate meaning in meaningful contexts.

TBLT has been shown to enhance EFL learners' communicative competence, fluency, and accuracy (Ellis, 2003). Moreover, TBLT can promote learner autonomy and involvement, as students are free to choose their own topics and tasks, and are responsible for their own learning (Willis & Willis, 2007).

### ***Learner-Centered Approaches***

Learner-centered approaches are pedagogical strategies that prioritize students' needs, interests, and goals (Benson, 2001). Learner-centered approaches can enhance EFL learners' motivation, engagement, and language proficiency by creating a more personalized and relevant learning experience.

One example of a learner-centered approach is project-based learning (PBL), which involves the completion of a real-world project that integrates various language skills (Thomas, 2000). PBL can enhance students' communicative competence, critical thinking, and problem-solving skills, as it requires students to work collaboratively and apply their language skills in authentic contexts.



## CONCLUSION

Modern techniques in learning English language have revolutionized the way learners acquire English language skills. Virtual reality, online learning platforms, and mobile apps are examples of modern tools that learners are using to enhance their English language skills. These tools offer learners the opportunity to learn English language at their own pace and convenience. They use interactive techniques that engage learners in the learning process. It is important for learners to embrace modern techniques in learning English language if they want to improve their English language skills. Moreover, the use of digital technologies, task-based language teaching, and learner-centered approaches are just some examples of strategies which have a great deal of influence in foreign language acquisition. Educators and practitioners can benefit from understanding and applying these strategies to create more effective and engaging EFL learning environments.

## REFERENCES

1. Benson, P. (2001). Teaching and researching autonomy in language learning. Longman.
2. Bergmann, J., Sams, A., & Overmyer, J. (2015). The flipped class: Myths vs. reality. *The Daily Riff*, 3.
3. Besser, J., & Imuta, K. (2018). Virtual reality as an optimal learning tool for English language learners. *English Language Teaching*, 11(4), 51-61.
4. Deterding, S., Dixon, D., Khaled, R., & Nacke, L. (2011). From game design elements to gamefulness: Defining “gamification”. *Proceedings of the 15th International Academic MindTrek Conference: Envisioning Future Media Environments*, 9-15.
5. Dizon, G. L., & Tang, J. (2018). Duolingo in the K-12 classroom: Outcomes and perceptions of teachers and students. *The Journal of Educational Technology*, 15(1), 1-15.
6. Ellis, R. (2003). *Task-based Language Learning and Teaching*. Oxford University Press.
7. Hwang, G. J., Tsai, C. C., & Tsai, M. J. (2017). The effects of a flipped English classroom intervention on students' learning. *Computers & Education*, 128, 269-283.
8. Mashrabovna, U. M., & Aliyevna, B. O. (2023). Independent Learning of a Language Correlating to Culture. *JOURNAL OF SCIENCE, RESEARCH AND TEACHING*, 2(4), 1-4.
9. Mashrabovna, U. M., & kizi, Y. S. K. (2023). Enhancing Language Acquisition of Autonomous Learners Throughout Teaching Methods. *JOURNAL OF EDUCATION, ETHICS AND VALUE*, 2(3), 42-44.

10. Nunan, D. (2004). Task-based language teaching. Cambridge University Press.
11. Park, S., & Kim, M. (2019). The impact of gamification on English vocabulary acquisition of elementary school students. *Journal of Educational Technology & Society*, 22(2), 45-58.
12. Rahmawati, T. I., & Purwanto, E. (2019). The effectiveness of the mobile apps in enhancing writing skill of high school students. *International Journal of Instruction*, 12(2), 323-336.
13. Slotte, V., & Lonka, K. (2013). Self-regulation and motivation in computer-based learning environments: A review. *Journal of Computer Assisted Learning*, 29(4), 248-266.
14. Thomas, J. W. (2000). A review of research on project-based learning. Market Street Publishers.
15. Umaralieva M, & Yakhyoeva S, (2022). Important Characteristics to Become Autonomous Learner. *International Journal on orange technology*. Volume: 4 Issue: 12, 23-2
16. Umaralieva, M. (2021). Some challenges in encouraging independent learning. *Academic research in educational sciences*, 2(4), 1878-1882.
17. Umaraliyeva M. & Bozorboyeva O. (2022) Ingliz xalqiga xos lingvokulturologik xodisalarning tilda aks etishi, O'ZBEKISTONDA FANLARARO INNOVATSIYALAR VA ILMIY TADQIQOTLAR JURNALI. 13-SON. 552-555
18. Umaraliyeva M. & Bozorboyeva O. (2023) THE MANIFESTATION OF LINGUISTIC CULTURAL PHENOMENA OF THE ENGLISH PEOPLE IN THE LANGUAGE. *JOURNAL OF INNOVATIONS IN SOCIAL SCIENCES*. Volume: 03 Issue: 03, 112-114.
19. Willis, D., & Willis, J. (2007). Doing task-based teaching. Oxford University Press.
20. Умаралиева М.М., & Базарбаева О.А. (2023). САМОСТЯТЕЛЬНОЕ ИЗУЧЕНИЕ ИНОСТРАННОГО ЯЗЫКА, В СВЯЗИ С КУЛЬТУРОЙ. *GOLDEN BRAIN*, 1(13), 373–380.