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IMPROVING THE SYSTEM OF EXERCISES IN NATIVE LANGUAGE TEACHING IN DIGITAL EDUCATIONAL TOOLS

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Annotatsion: This article discusses how to directly enrich native language lessons with digital technologies and how to use digital technologies in native language lessons. It is considered important to use which methods and tools.

Key words: Artificial intelligence integration, exersice, vocabulary, information;

Today, the use of information media is gaining its place in all aspects of life. Including in the education system. Organizing native language lessons using digital educational tools provides many convenient opportunities for the student. Today, limiting the student to a blackboard and chalk to keep him in the classroom is not considered to be an unconventional way of organizing education. Organizing the lesson process in an unconventional way first of all means using interactive methods.

In the modern world, digital technologies are rapidly developing, and accordingly, the requirements for the content of the educational process are changing. Rather than imparting knowledge, it is more important for a teacher to teach how to learn and independently find sources of knowledge. On this basis, there is a need for a new educational model built on the basis of modern information technologies, which not only facilitates the use of information, but also allows building the education system in a new way.

Improving the system of native language exercises in digital learning tools requires combining traditional approaches with interactive methods, artificial intelligence and gamification. This will ensure that students quickly master the subject, think critically and apply language skills in solid practice.

Effective organization and improvement of digital exercises in native language education consists of the following important components:



1. Interactive and adaptive exercise system (Adaptive Learning)

• Level approach: Gradually increasing the complexity of exercises from simple to complex.

• Automatic checking and commenting: When the student makes a mistake, immediately indicate whether the answer is correct or incorrect and explain the reason for the error with short rules (in video, audio format).

2. Gamification elements

• Transfer the learning process from boring memorization to an interesting game format.

• For example: introducing a system of accumulating points, ratings and badges through mini-games such as "Make a word", "Find a spelling mistake", "Compose a sentence correctly".

3. Digital tools for developing speaking skills

• Speech-to-Text technology: Correcting the student's pronunciation and assessing his/her speaking in accordance with literary language standards through digital platforms.

• Interactive dictations: Typing on the keyboard without spelling errors and immediately analyzing the text while listening to audio recordings.

4. Increasing vocabulary and grammar modules

• Crosswords and rebuses: Finding words through definitions provided on online platforms, learning their synonyms, antonyms and cognates.

• Contextual exercises: Tasks aimed at using words correctly in a sentence and distinguishing texts of different styles (formal, artistic).

• Contextual exercises: Tasks aimed at the correct use of words in a sentence and distinguishing between texts of different styles (formal, artistic).

5. Integration of artificial intelligence

• Creating systems that analyze the strengths and weaknesses of the student and offer him a personal learning trajectory (a sequence of individual exercises).

• Opportunities provided by digital technologies:

• - automatic checking of test tasks: you can create a kvar code in advance, and after passing it and answering the questions, students will receive a score corresponding to their knowledge on the proposed topic;

multimedia - interactivity (involving all students in the group in active work at the same time, which saves time). Students who could not attend class for a good reason also participate in the assignment.

• - group collaboration on the project (the ability to create handouts, presentations, games, puzzles, crosswords, etc. by a group of students together)

• - error statistics (saving the teacher's time when analyzing errors)

• - variety (the ability to quickly create a large and even unlimited number of similar exercises

• – saving the teacher's time, increasing the quality of education for the student).

In conclusion, it can be said that today the use of digital tools is gaining ground in various fields. The use of information and communication technologies in native language classes is important and a requirement of the time.

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