

## Teaching Speaking Skills in the Hybrid/Online Classroom

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**Abstract:** The study considers the formation of the English speaking competence of senior students. The subject of the study is the didactic capabilities of online tools used to teach English vocabulary in higher education. The aim of the study is to analyze the use of various digital tools for teaching speaking and describe the specifics of organizing an English lesson using them.

**Keywords:** speaking, didactic capabilities, online tools, distance learning, modules for learning, educational process, digital resources.

Learning to speak in a foreign language is one of the most relevant topics in the modern methodology of teaching English, since without studying vocabulary it is impossible to imagine communication in a foreign language. The study of the lexical composition of a language in the conditions of distance or blended learning, as well as in regular lessons with the help of new information technologies is a topical issue of modern methodology. Online tools are now emerging as an excellent, and possibly necessary, way to learn vocabulary. There are enough online services for developing lexical competence, and their use goes beyond the classroom - students can continue learning lexical items using online tools at home, and even on the way to school.

One of the main tasks of improving the system of school education is to create conditions for self-realization and development of students. One of the ways to optimize, intensify the educational process, focused on both educational and educational goals, are innovative technologies, primarily related to the introduction of computer and Internet technologies into the educational process. Modern realities and the transition of most educational institutions to distance learning have shown that in modern realities it is already difficult to imagine teaching foreign languages without using online tools. The experience of distance learning not only pointed out the shortcomings of knowledge in the field of information education, but also brought novelty to the modern learning process. It can be seen that teachers now actively use many online tools in face-to-face English lessons in secondary schools. At the moment, the term "online tools" has not yet become firmly established in everyday life. What can be called online learning tools? Online learning tools (digital tools, online services, web services, online resources, digital resources, digital tools) of learning can be called the entire arsenal of means of presenting information on the Internet - sites, smartphone applications, forums, social networks and everything else, connected in one way or another with the Internet. Recently, you can notice that there is a popularization of the use of online tools for learning foreign languages.

This is due to the development of technology and the so-called "generation theory", according to which each generation has its own typology of behavior in relation to information technology - for generations Z and Alpha it is simply impossible to imagine your life without smartphones and Internet technologies. The use of online tools in teaching English in high school has a number of advantages. Firstly, their use brings newness to the learning process - it is not often that a teacher asks students in class to take their smartphones out of their briefcases instead of putting them away. Students are always open to something new, unusual, and online tools promote their interest in the subject, as well as establishing a good relationship with the subject teacher.

The use of digital tools optimizes the learning process as a whole - time is saved in the lesson if the Internet connection in the classroom is sufficiently stable; the time spent on independent work, as well as on checking homework by the teacher, is reduced. Doing homework by students on certain sites

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automates their verification by the teacher - the neural network performs the verification, and the teacher only needs to verify the accuracy of such verification; thanks to online tools, a teacher can know the progress of each student, check whether a topic has been mastered simply by going to a certain website or opening an application. Online tools are now emerging as an excellent, and possibly necessary, way to learn vocabulary. It is the study of vocabulary that can cause certain difficulties for students - it can be difficult for students to memorize a number of new words in a short time and learn how to apply the studied vocabulary in various communicative situations. With the development of communication technologies, new applications and sites for learning the language appear every day, so the choice of online tools for teaching English vocabulary is huge and now completely depends on the goals and objectives of the teacher. Consider some of the most popular online tools for learning English vocabulary, the use of which is possible both during distance learning and during the usual full-time education in high school.

Quizlet is one of the best online tools for learning English vocabulary. Quizlet makes it easy for students to memorize large amounts of new vocabulary and makes learning interactive and fun. The application allows you to create sets of cards on various topics. The service also provides access to a paid version for teachers, in which teachers can organize students into a class and track their progress in learning the material. The Quizlet app helps you create modules for learning English, which in turn are a set of flashcards with words. Modules can be created by the teacher himself, and subsequently provided for students to study, or students can create their own, studying the vocabulary that caused them difficulty. The presented application integrates various modes for learning and practicing vocabulary. Flashcard mode is suitable for learning new vocabulary; it allows you to view words and their translation, and also provides the ability to listen to the pronunciation of the word. The learning mode speaks for itself - with its help, students learn and memorize new lexical units. "Learning" includes both a test mode - students choose the most appropriate translation for a lexical unit from several options, as well as a spelling mode in which students are asked to enter a translation of a previously trained lexical unit. The learning mode displays the progress - how many words have already been learned and how many still need to be studied, in addition, the student can set the date by which he needs to learn the vocabulary, and the application will send daily reminders to enter the application and repeat the words. The "writing" mode prompts students to write down the translation of the lexical item they hear, either from Russian into English, or vice versa, depending on the setting. If a definition is given to study words, then students can write down the word, the explanation of which is given in the appendix.

The selection mode allows you to select terms for definitions for a while. This mode can be used in English lessons directly at school, as it adds an element of competition to the learning process - students can compete with each other, or join groups and compete with each other. The testing mode is best used when at least the main layer of vocabulary has already been studied, and students need to prepare for independent or test work, or for vocabulary dictation - in other words, this mode is best used as part of self-study at home, since this mode helps students learn how well they learned the material. Answers to questions in test mode can be either multiple choice tests or require the spelling of a word. The testing mode should not be used as a way for the teacher to evaluate students as part of an English lesson, since there is a high probability that students will cheat or distort their real results. The testing mode as a way of assessing students' knowledge will not give an objective picture of their real knowledge, however, it can be used in the classroom as a way to encourage students' activities. The best use of the Quizlet app in the classroom would be Quizlet Live, which is a collaborative game for students. Students receive a code to participate in the game, the application assigns them to teams randomly, the teams sit down together and begin to compete with each other. In the game, not only speed is important, but also the correctness of the answers, since if the team answers incorrectly, the game starts anew. The teacher, in turn, can monitor the progress of the teams on the monitor of his computer, as well as display the progress of the audience on the projector. Within the framework of this game, students interact with each other, communicate; none of the students remains indifferent, so this game not only reinforces the knowledge of lexical material, but also allows students to establish good relations with each other, and also increases their motivation to learn the language.



Quizlet Live turns the English lesson we are used to into an exciting and interesting game with which students can learn vocabulary; the game also allows students to escape from the daily routine. The benefits of using this online tool are clear - Quizlet helps teachers innovate the learning process and use new learning tools in English classes; for students, Quizlet helps to easily learn new lexical material. Depending on the choice of mode, this application can be used at any stage of the formation of a lexical skill in a lesson. This app is suitable for both classroom use and vocabulary learning at home. Students can use this application from anywhere in the world and from any device, be it a phone, tablet or computer.

The MindMeister Virtual Whiteboard A whiteboard is an essential element in any classroom and is the most convenient way to present new material to the entire class. The experience of distance learning has shown that it is difficult to imagine any online lesson without the use of a whiteboard. An alternative to the usual chalk and marker boards is an interactive online whiteboard, which has gained the most popularity relatively recently. An interactive online whiteboard is a learning tool that can be edited by participants in an online lesson. At the moment, there are many variations of interactive whiteboards so that each teacher can choose the most suitable option for him. Online interactive whiteboards have many more advantages over the standard chalkboards used by almost every teacher in the classroom; due to the fact that domestic teachers are accustomed to using whiteboards in their lessons, interactive whiteboards have become an integral part of online lessons during distance learning. The interactive whiteboard allows for active commenting on the material, highlighting, clarifying, adding additional information using virtual markers, as well as adding images, audio and video materials. Thus, interactive online whiteboards implement the basic principle of learning - the principle of visibility. The MindMeister platform is aimed at creating so-called "mind-maps" (mind-maps). Mind maps are a tool for visually displaying information that allows you to effectively structure and process it.

With just a few clicks, the online MindMeister tool can help a teacher create a mind map that summarizes the material. The use of mind maps is diverse - with the help of such schemes, the teacher can introduce material, consolidate it, however, this method is most effective with the so-called "brainstorming" - students summarize and systematize the previously studied material, which is visualized in mind maps. Thus, this service is ideal for the repetition of lexical material by students, as well as for the method of presenting lexical material, in which students themselves can name lexical units to complement the mind map. All of the above boards have similar didactic goals and can be used at any stage of the formation of lexical competence, in other words, it is possible to organize a whole lesson within one interactive whiteboard - it all depends on the teacher's skills in using this online tool.

Kahoot and Wordwall as online quiz creation tools Kahoot! is a free game-based learning platform used in educational institutions. Games on the Kahoot platform are multiple-choice quizzes; the name of the application has become a household name, so the quizzes created on the platform are called kahuts. The teacher can create his own quiz on any topic or subject, or choose a ready-made quiz from the bank of quizzes. The Kahoot platform, like Quizlet, is available for use on any device; An Internet connection is required to use the platform. The platform provides modes for independent study of lexical material and its development, as well as for group games and competitions both within the framework of distance learning and in-person classes. Quizzes are multiple choice tests - as a rule, there are four answer options, but there are also questions with two answer options (true or false). It is noteworthy that the teacher can supplement the kahutas he created with images, audio and video materials.

To conduct quizzes in the classroom, the teacher needs a computer and, if possible, a projector on which the questions will be displayed, as well as the results of the students. To create and organize a quiz, the teacher also needs to register on the platform; students do not need to register - they only need a smartphone with a stable Internet connection. There are two main quiz modes in Kahoot. The classic quiz is a game-competition between students individually. The teacher starts the quiz on the computer, presses the "Start" button, students open the Kahoot app on their smartphones, enter the quiz



PIN, and the quiz starts. Students see questions, answer options, and answer those using personal smartphones. Questions and answers that students can see on a projector, monitor, or other similar demonstration device in the classroom. For each question and answer, a specific color and geometric shape is used. The teacher controls the pace of the quizzes by introducing a time limit for each question. After each question and at the end of the test task, students can see their results on a projector or computer monitor.

This mode is suitable for checking the learned material, or for repeating previously studied material, as it allows the teacher to find out how each student is oriented in the topic covered. Team quiz (Team Kahoot) is a game of competition between teams. To participate, students enter a game code and the app divides them into groups. In groups, the people, conferring, choose the correct answers to the questions. The group mode is most interesting for use in the classroom, as it promotes the formation of friendships in the classroom, increases the interest and motivation of students to study the subject. This mode can be compared with the previously reviewed Quizlet Live - both games involve group work and the use of a smartphone. However, Kahoot is different from Quizlet at its core - Quizlet Live is a multiple choice test within a term and its meaning, while Kahoot offers questions on a variety of topics. The application of Kahoot quizzes is not limited to the organization of competitive games in the classroom. The teacher can also ask students to take a quiz as homework. To do this, the teacher must create his own kahoot, select the date of submission of the work and send a link to the quiz to his students. The teacher from his device will be able to view the progress and correctness of the tasks of each student and evaluate their work [30]. Thus, the Kahoot platform can be described as the most popular online learning tool, because this platform allows you to create questions for quizzes on various topics, that is, it can be used not only to work out lexical material, but also grammar and country studies. The Kahoot platform can be used both as a primary reinforcement of lexical material in a lesson, and for repeating previously learned lexical units. The use cases for the Kahoot platform are endless, depending on the imagination and creativity of the teacher. Another option for testing students' knowledge of a topic is the WordWall platform. Unlike Kahoot, exercises on the WordWall platform are real interactive games. The platform provides game templates, so it is easy to use. Unlike the previously discussed platforms, the WordWall platform exists only in the format of a site that can be accessed through a browser, so in English lessons it can only be used in a computer class. However, this platform is ideal for the distance learning format, as it acts as an excellent tool for introducing, practicing and repeating lexical material. Exercises on the platform, as already mentioned, are real computer games, which arouses genuine interest among schoolchildren and increases their motivation for the subject. The free version of the platform provides game templates; paid provides more opportunities for creating games. The teacher chooses game templates at his own discretion based on the goals, objectives of the lesson, as well as the classroom software. The teacher can also take advantage of the achievements of his colleagues from different parts of the world, just by sending a link to the game that already exists on the platform to his students.

As a presentation of new lexical material, the teacher can create flash cards (Random cards). This mode is also suitable for working out the material - the teacher can ask students to make a sentence with the word that has fallen out on the card. The principle of operation with this mode is the same as with conventional flash cards. The wheel of luck (Random wheel) offers a random selection of tasks, proposals, questions or topics for work. The teacher presses the "Start" button and the wheel begins to spin, stopping at a random window. This mode can be used at the stage of working out lexical material - a sentence with a missing word can be entered in the boxes, which students need to insert according to the meaning. Working in this mode does not require each student to have a PC; for such a game, the teacher must have a computer and a projector on which the game process will be demonstrated. The wheel of luck can also be used at the stage of controlling lexical skills, when teaching speaking on a situational basis, as well as when distributing dialogue topics.

The Word Wall platform provides templates for creating crosswords, anagrams, and word search puzzles—one of the most popular ways to practice and review learned vocabulary. Find the Match - an exercise in matching pictures, sentences, words or their definitions. Exercises of this type are often used in the study, consolidation and control of lexical material. Finally, the quiz (Quiz) allows you to



create a questionnaire-test with six answer options. The principle of operation in this mode is almost the same as in the previously described Kahoot - this is a multiple choice quiz, but the difference is that students take part in the quiz only in individual mode, and use a PC instead of a personal smartphone. The quiz can be used at all stages of mastering the material: when teaching and practicing lexical skills; for conducting complex testing or preparing for tests. From all of the above, we can conclude that Word Wall is a multifunctional platform suitable both for learning vocabulary in English lessons and for learning other aspects of the language. The platform provides a wide range of online learning tools, which can be varied depending on the goals and objectives of the lesson. Particular attention should be paid to the fact that the content of the created game according to one template can be easily changed to another type of game, and the platform does this automatically. Thus, the same material can be processed in different ways.

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