

FREE ONLINE RESOURCES IN FOREIGN LANGUAGES TEACHING

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The positive impact of using web applications on students' motivation and enhancement of their comprehensive linguistic competence can hardly be overestimated. The thing is that not only a technologies as they are, but gamification, based on these technologies, is being integrated in education, and teaching foreign languages is not an exception. Ways of bringing technology to the language classroom can be divided into several categories:

- ✓ integrating the relevant open educational resources into the teaching and learning process;
- ✓ using platforms for creating new content, tests or quizzes;
- ✓ using online tools for creating one's own content;
- ✓ using tools for common work or information exchange both inside and outside classroom.

In the first place, let's have a look at some open educational resources. For instance, ESP students will find it useful to consult such platforms as **Australia Plus: Learn English/The Business of English** (<http://www.australiaplus.com/international/learn-english/the-business-of-english-series/7388288>), **BBC Learning English** (<http://www.bbc.co.uk/worldservice/learningenglish/general/>) or **British Council** (http://learnenglish.britishcouncil.org/en/business-and-work?_ga=1.26239229.1901509428.1472387770) which provide series of video and audio podcasts (some of them have corresponding online or downloadable tasks) helping students to develop their language skills in making presentations, holding meetings or taking part in job interviews without getting bored. The same can be said about **engVid: Free English Video Lessons** (engvid.com), which provides the great choice of topics and possibility to choose the necessary level, so the platform is suitable for different learners. Using authentic video content can not only contribute much to the improvement of students' listening and speaking skills, but to their motivation as well.

The next thing that needs attention is using tests. Multiple choice tests or matching can be created and performed with the help of **Google Forms**, having the

advantages of simple algorithm and user-friendly interface. Such tool as **Quizlet** (quizlet.com) is convenient as well, being one of the ways of turning drills into a game.

Speaking about creating some new content, **Tagul** (tagul.com) should be mentioned. It enables a teacher or students to generate word clouds of any shape, size or colour without any prior knowledge of graphic design, when introducing and memorizing new vocabulary, developing grammar, writing skills, brainstorming the ideas, at the same time developing the students' creative thinking and giving them a chance to share the result of their work with the others.

Finally, the all the resources mentioned above can be used with the help of **Padlet** (padlet.com), a web application which gives an opportunity to refresh a language classroom, provide a creative learning environment, connect the classroom to a wider world and add a personal touch. This online board allows a teacher and students to post links, texts, images, videos, audio recordings and other file types. Padlet works in any browser and does not require students to have an account, so they can share their ideas without any technical barriers. This application can be used for such purposes as brainstorming, giving food for thought for a discussion, etc.

So, such approaches blended or flipped learning let the teacher the opportunity to implement problem-based learning, the basic principle of which is the fact, that the language learning is strengthened by the students' experience in the other fields, that is to improve the interdisciplinary connections.

References

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