

PEDAGOGY

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Interactive technologies in foreign language education

Interactive technologies are considered the most essential types of educational technologies, which are implemented in the context of the foreign language education. Classification of all types of interactive technologies in foreign language education, considering their sense contents and features, is done in this article. The structural-and-functional analysis of each type of interactive technologies is carried out in order to identify advantages of each technology and to give their brief description. In the process of the analysis a comparison of scenario, acting technologies and simulation of an authentic speech situation are carried out. The effectiveness of each type is pointed out in the context of educational purposes. It is proved that interactive technologies help to develop motivation for studying and reveal the potential of students. It is determined that all interactive technologies imply interconnection of the participants and above all they provide good opportunities for speech practice.

Key words: interactive technology, educational technology, speech practice, educational purpose, communication.

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