



# Гимназия 1515



*The using of Interactive Technologies at English Lessons in order to increase students' motivation*

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*You can lead a horse to  
water, but you can't  
make him drink*

*The proverb*





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- If you want to succeed in your life you need to know the language, because *English is the most important language*.
- Almost 60% people in the world use English regularly.
- About 300 million people are actively studying the English language.
- But we come across another problem – students' motivation.



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**English is the language of  
technologies and  
progress.**





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## THE AIM OF THE PROJECT

*The aim* of the present research work is to cover the possibilities of information technologies (of the SMART Board in particular) in education in order to use them at English lessons for the formation of students' motivation.



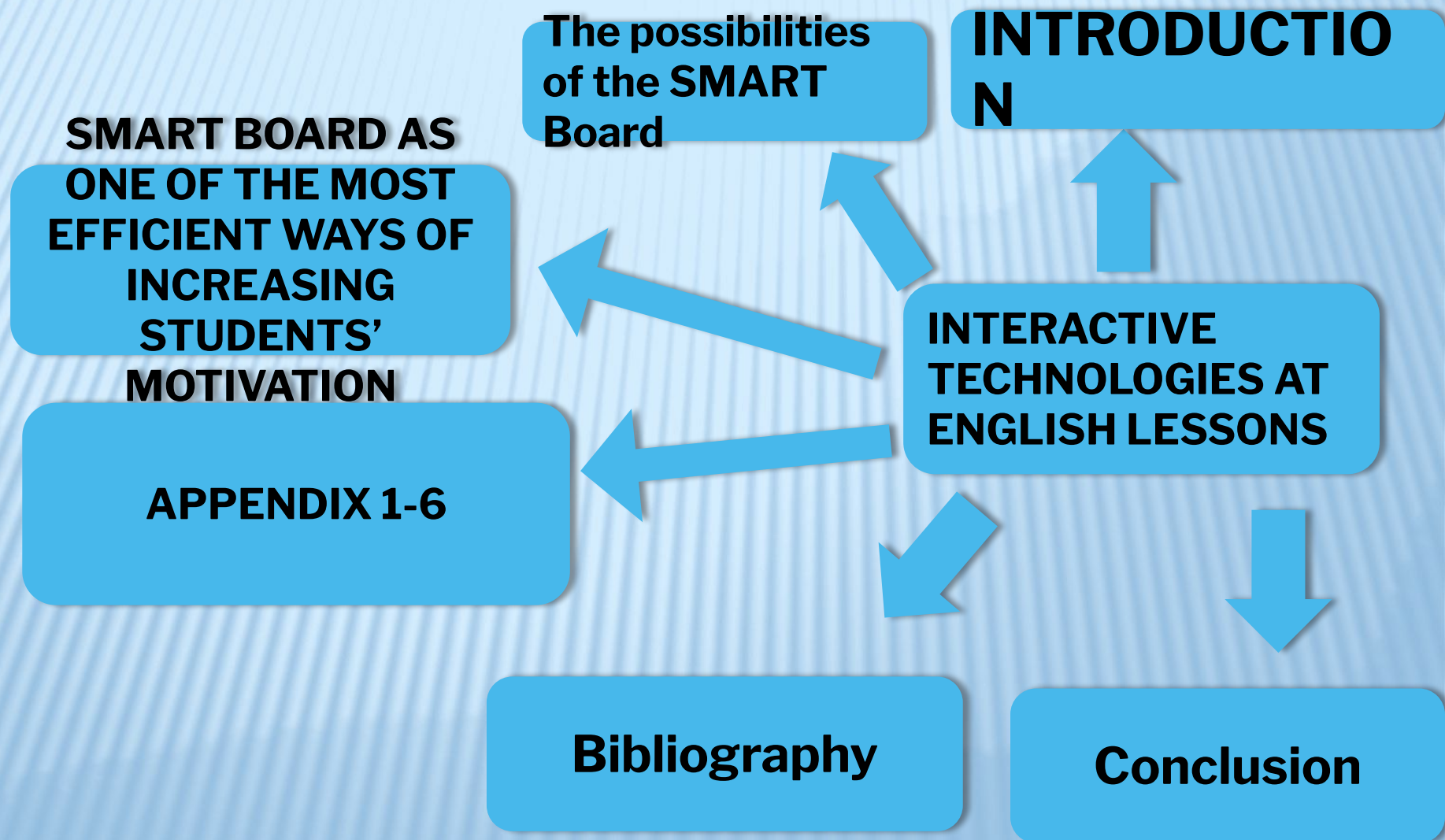
## THE PURPOSES

- To learn about information technologies in education.
- To analyze the development of school boards.
- To make up a questionnaire to interrogate the poll concerning the SMART Board.
- To make up a presentation.
- To consider the effect of information technologies on the process of education.
- To create a program to use on the SMART Board and to describe the way it can be used at the lessons.
- To offer the tasks for our program
- To analyze how interactive Technologies influence children' motivation to learning.





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- *The object* of the research work is the ways of using SMART Board to increase students' motivation;
- *The subject* of the present work is SMART Board Technologies;





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## THE ADVANTAGES AND DISADVANTAGES OF SMARTBOARD

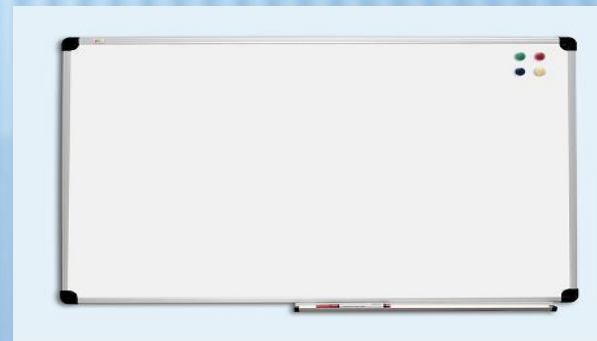
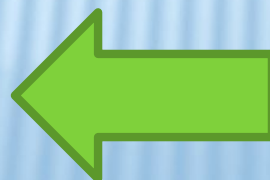
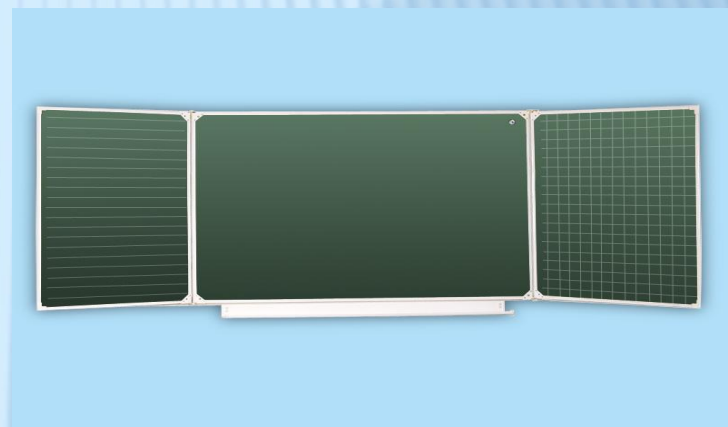




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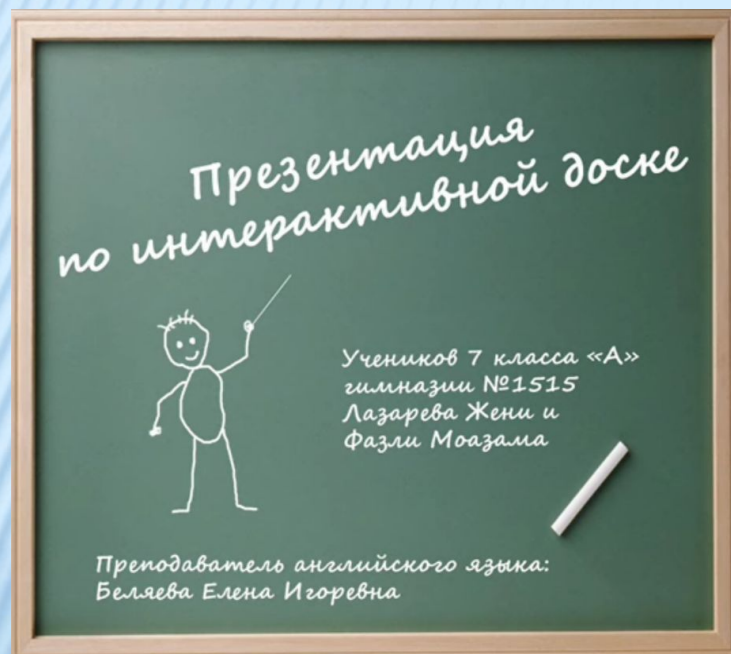
## THE HISTORY OF SMARTBOARD





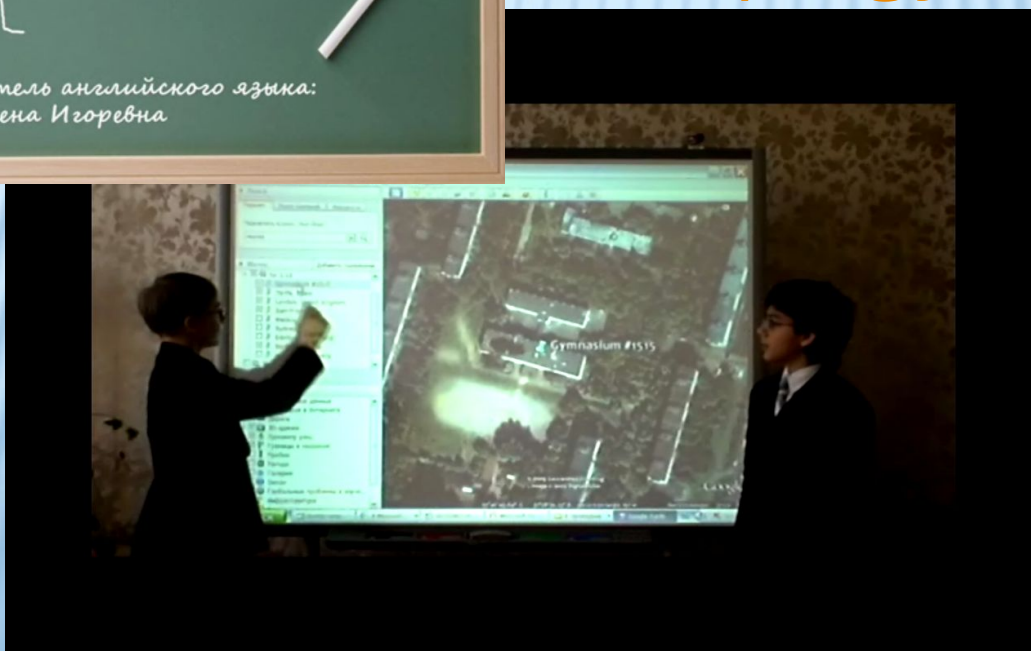


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Last year we made the video about the SMART Board, which you can see on the site:

<http://gym1515.rutube.ru>





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## CLICKS AND TOUCHES



Students work - a simple touch of a finger

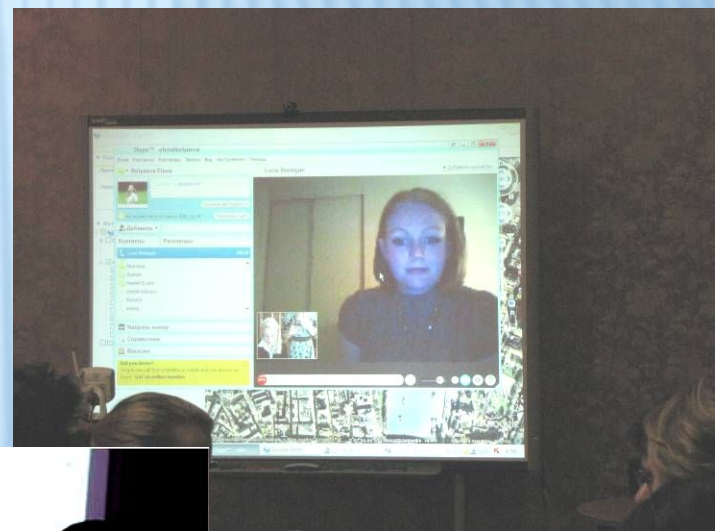




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## WAYS TO USE SMARTBOARD





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## ADDITIONAL BUTTONS



Below the pen tray there are two buttons

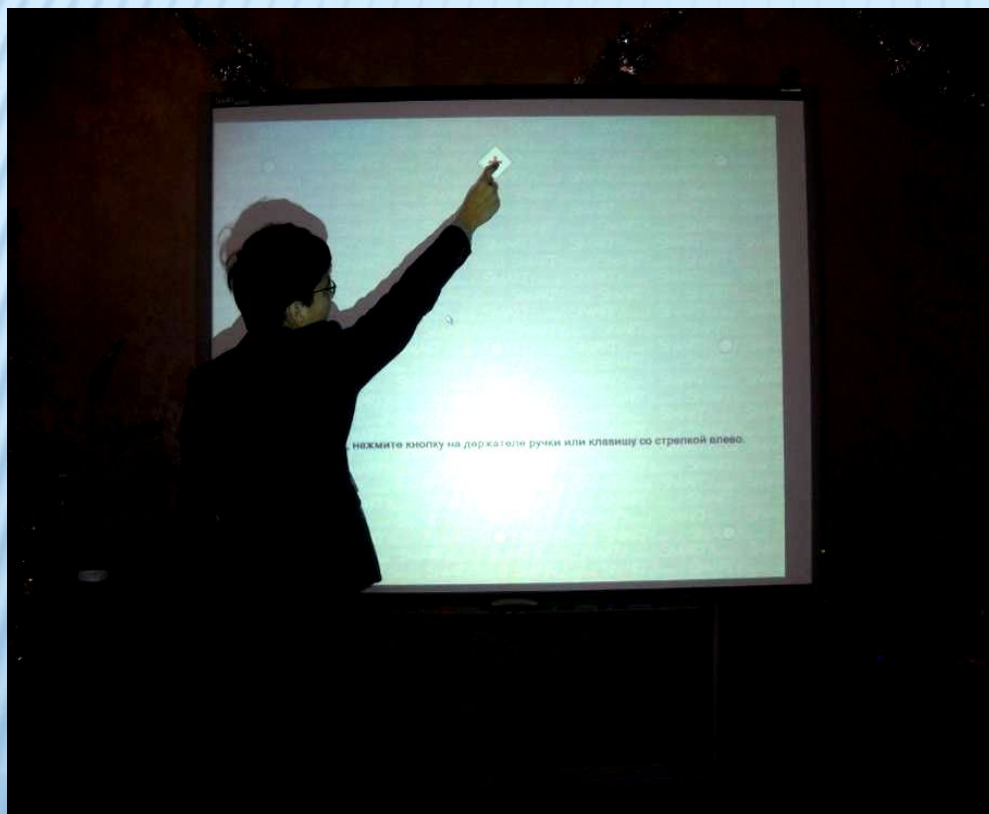




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## CALIBRATION



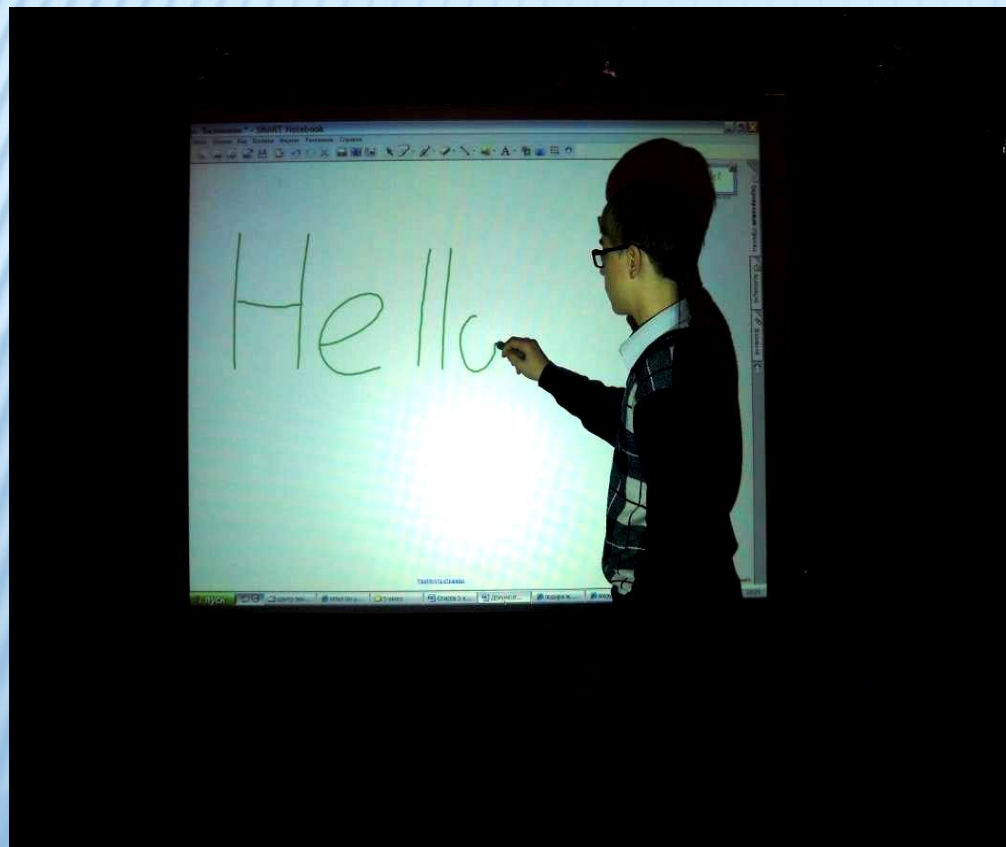
Before starting work on the interactive whiteboard we must standardize it with our fingers.



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## THE NOTEBOOK



We can use it to write a text or to draw in different colors on the SMART Board. Most models of SMART Board include a pen tray on the front of the interactive whiteboard that holds four plastic pen tools and an eraser

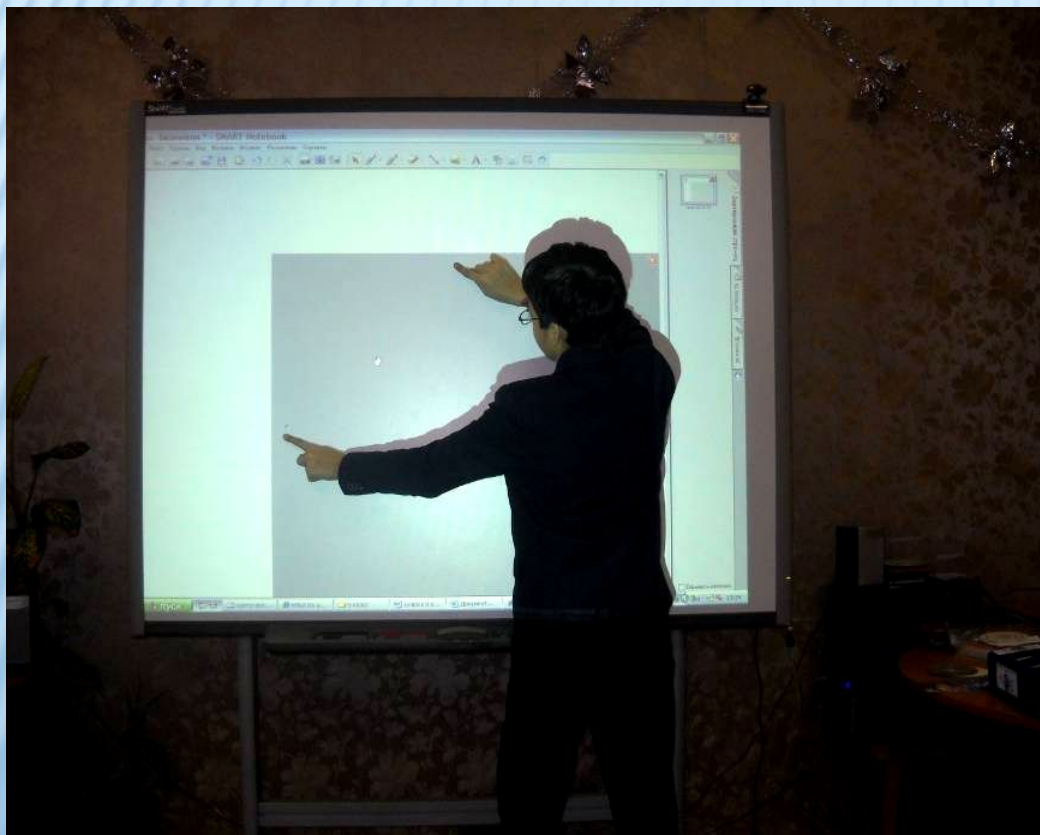




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## A SHADOW SCREEN



During the dictations or questions we use the so-called shadow screen.



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## THE PRESENTATIONS



Presentation is the practice of showing and explaining the contents of a topic to an audience or learner.

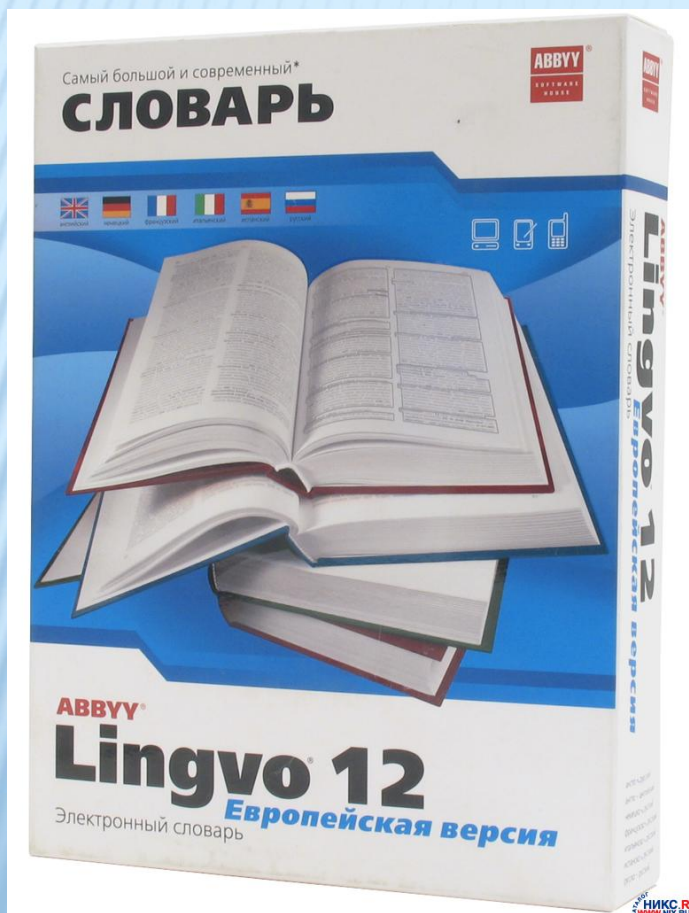




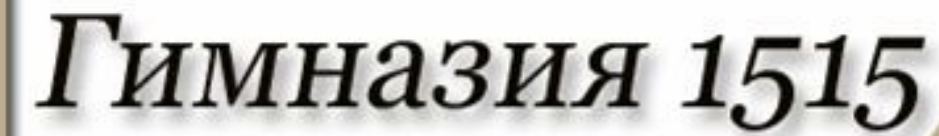
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## A COMPUTER DICTIONARY



Nowadays  
computer  
dictionaries  
can help a lot.



We often work  
with the internet  
at our lessons.



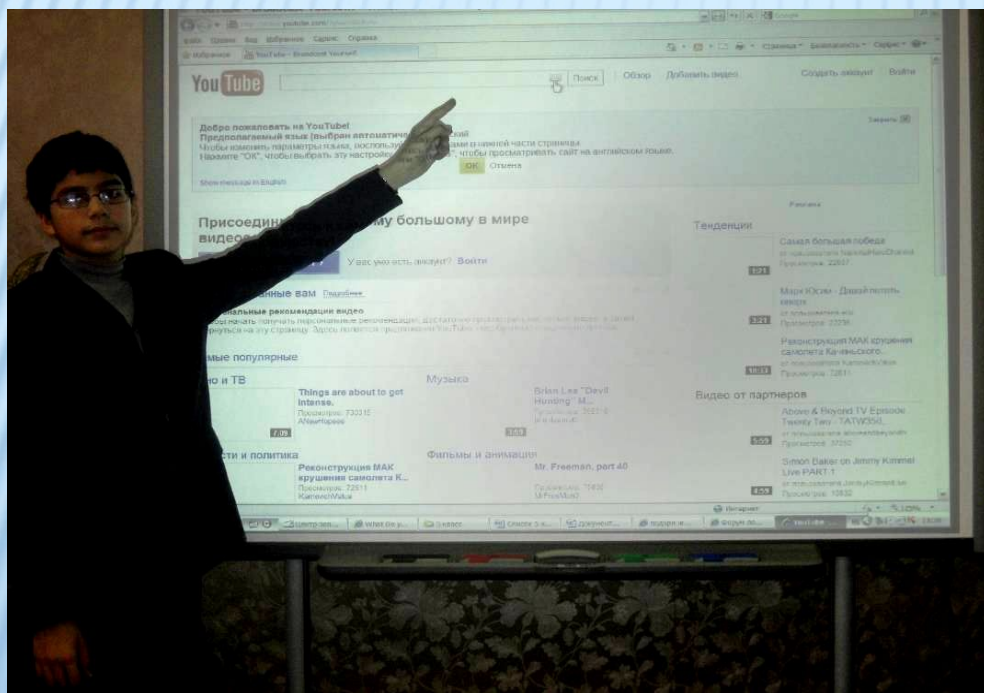




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## YOUTUBE



YouTube is a  
video-sharing  
website.



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## E-MAIL



We  
sometimes  
send our  
homework  
through  
e-mail to our  
teacher.

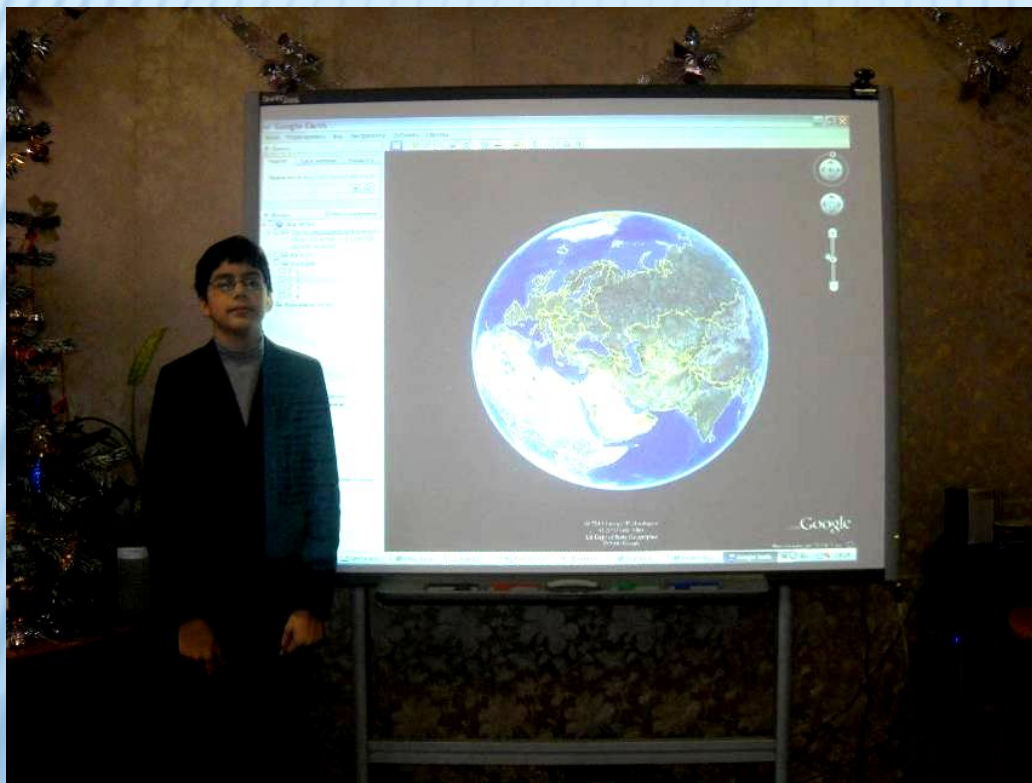




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## THE GOOGLE-MAP



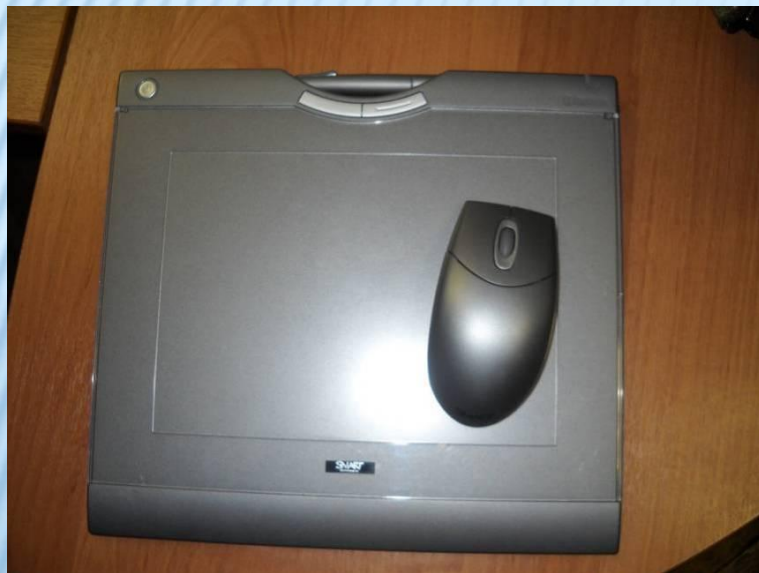
We use the Google-map to travel through the world.



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## THE TABLET



The tablet is a device for entering drawings by hand directly into the computer.

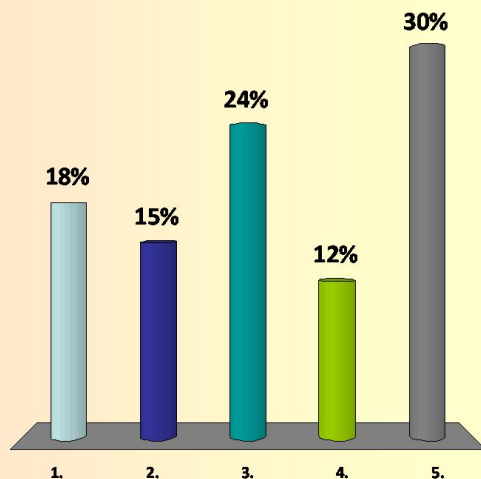




## REMOTE-CONTRROLS

### WHICH ACTIVITIES HAVE YOU ENJOYED?

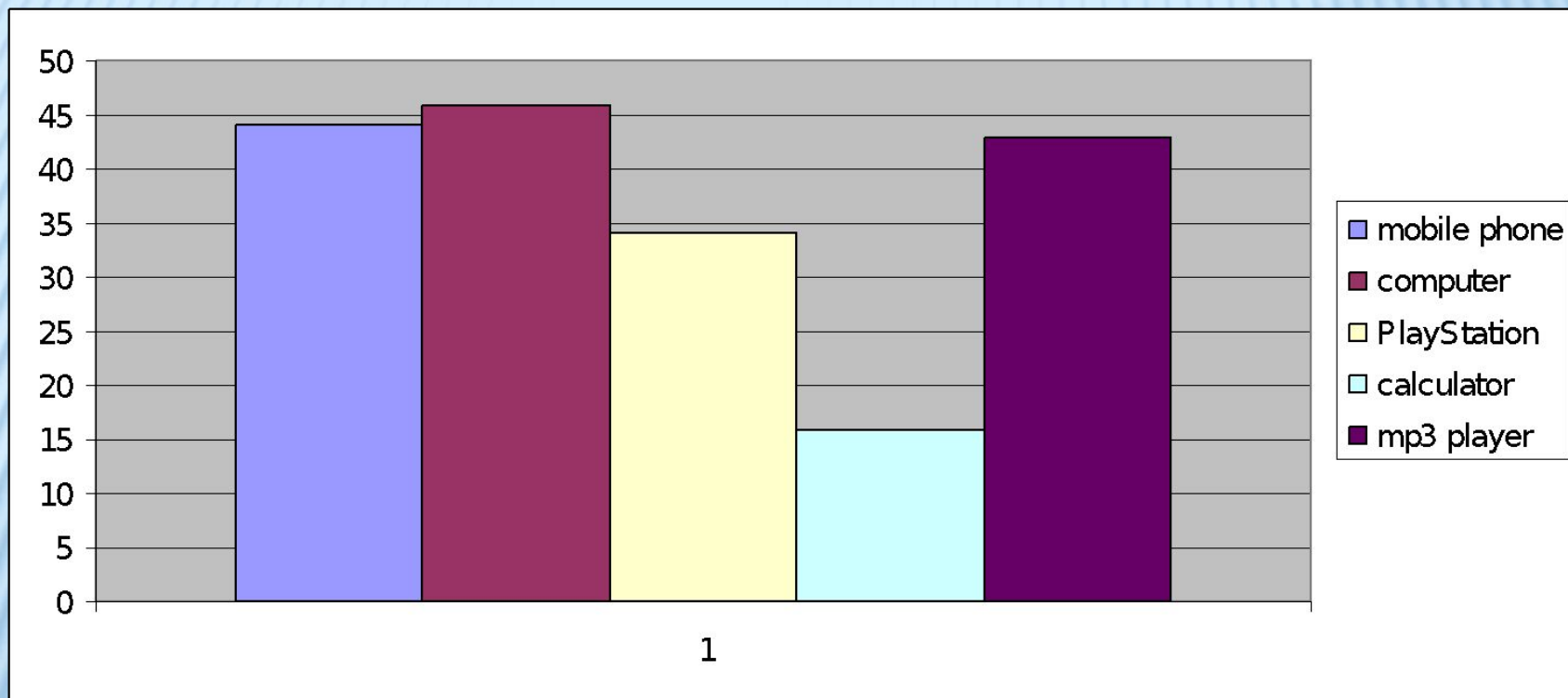
1. GRAB A CARD GAME
2. POWER POINT PRESENTATION
3. 'FIND A FRIEND' GAME
4. SINGING A SONG
5. SKYPE



We have also little remote-controls. They work with the program «Turning point».



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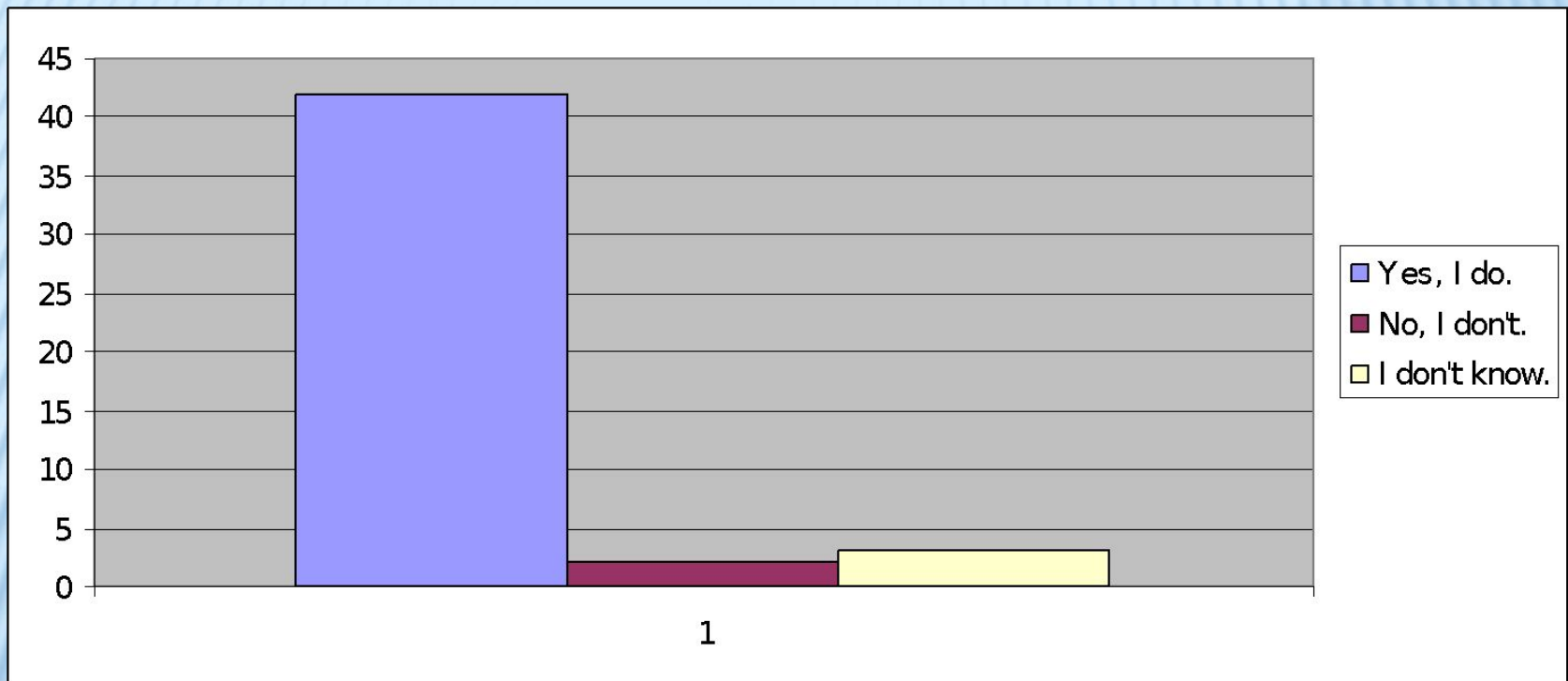


*What electronic gadgets do you use in your everyday life?*





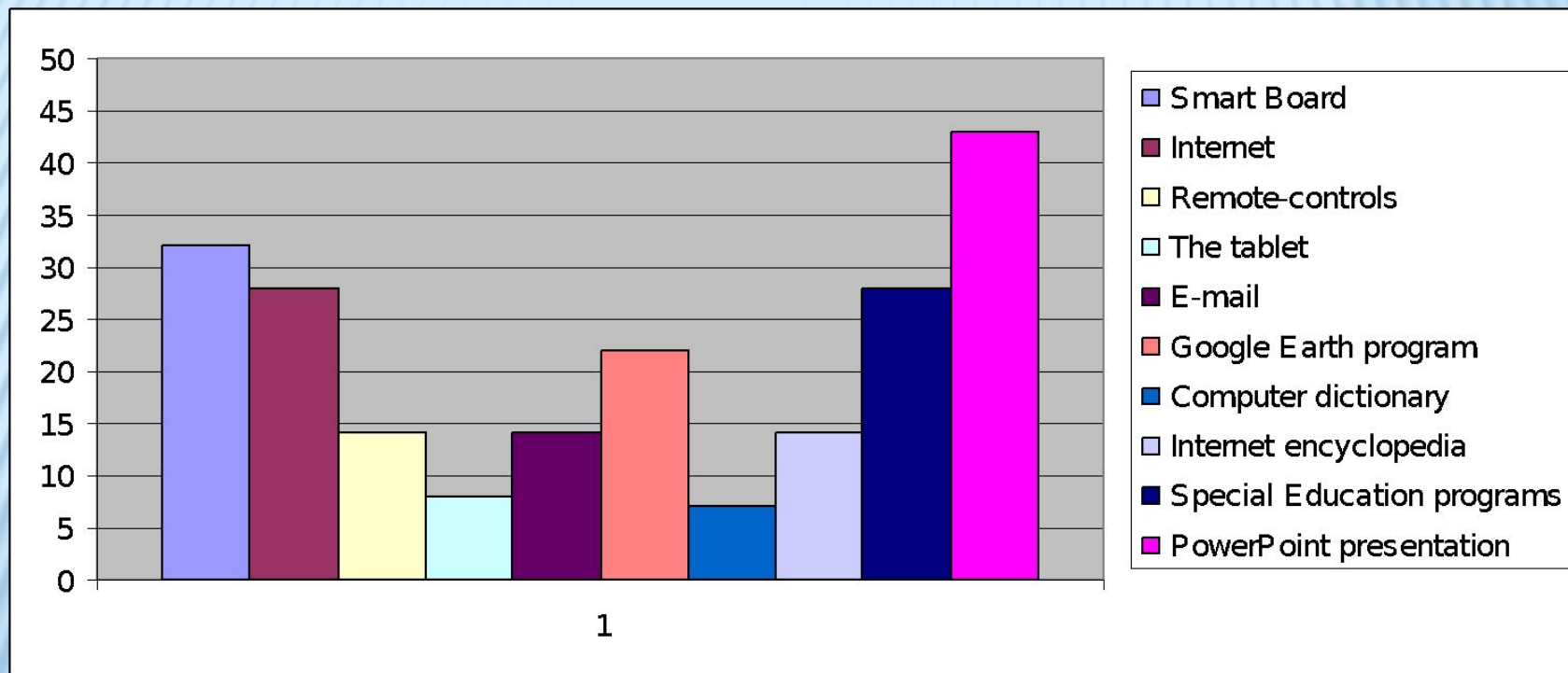
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*Do you think using compute technologies can make lessons more interesting and more captivating?*



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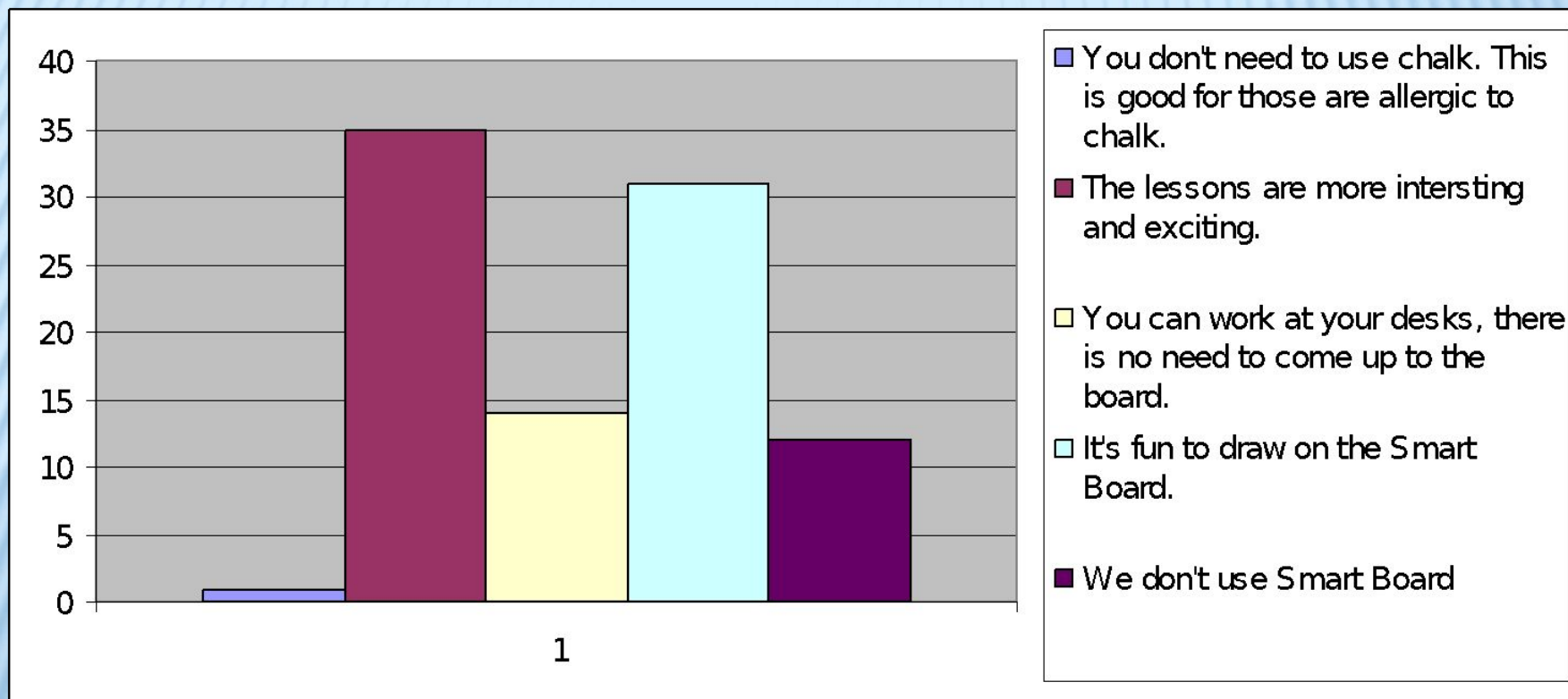


*What kind of computer technologies and gadgets do you use at English lesson?"*





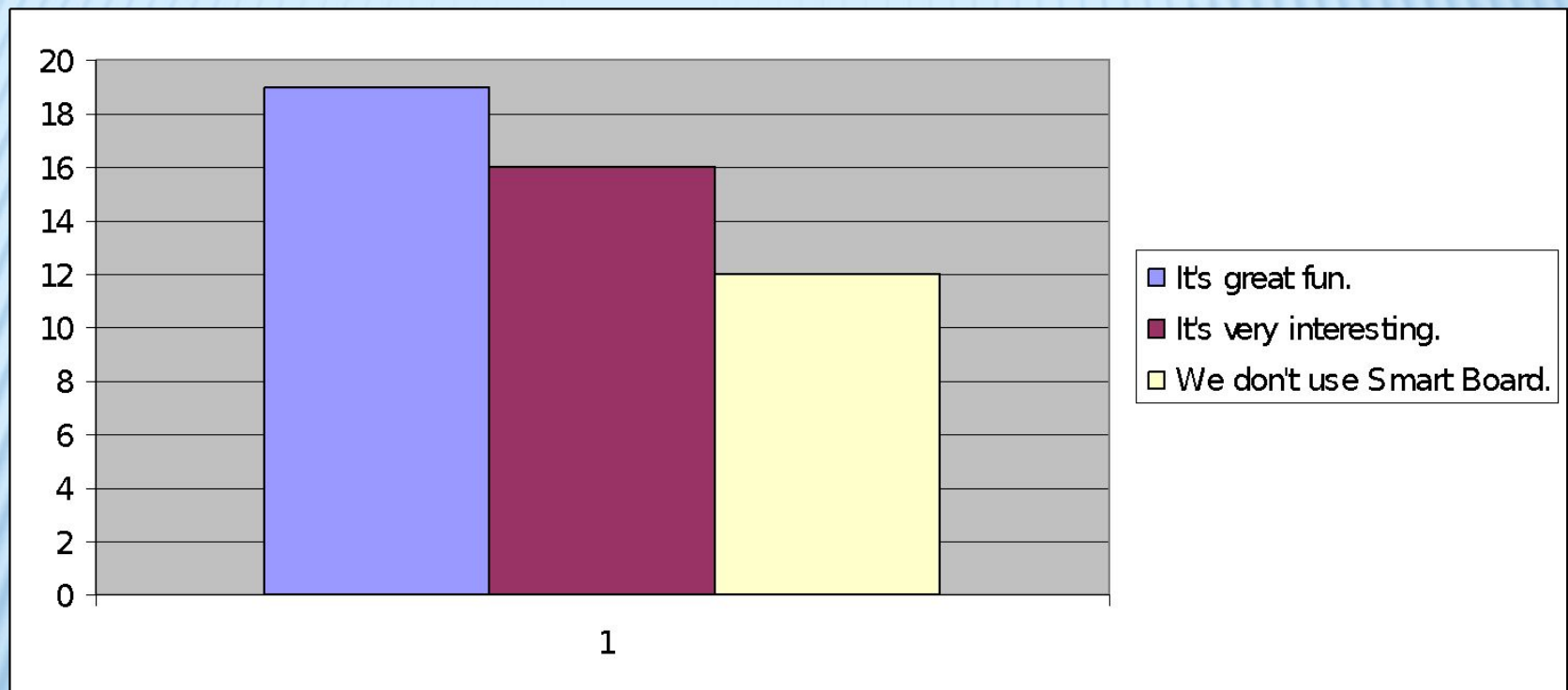
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*Why do you like using SMART Boards?*



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*Why do you think it is important to use SMART Board technologies?*





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## THE TWELVE SQUARES.

0 0	6,35 0	12,7 0	19,05 0
0 6,35	6,35 6,35	12,7 6,35	19,05 6,35
0 12,7	6,35 12,7	12,7 12,7	19,05 12,7

<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>
<i>5</i>	<i>6</i>	<i>7</i>	<i>8</i>
<i>9</i>	<i>10</i>	<i>11</i>	<i>12</i>





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Guess a melody

= the game =

Make a choice

1



2



3



4



5



6



We also offer another program which is very similar to the program “Twelve squares”. It’s called “guess a melody” .





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- Thanks to SMART Board technologies our lessons have become brighter.
- Using SMART Boards options help us to concentrate, be involved and look forward to our next lessons.
- Thus, the aim of the research work has been achieved and we have proved our hypothesis that it is possible to increase student's motivation by means of interactive technologies.



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THANK YOU FOR  
ATTENTION!