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### **INTERACTIVE TECHNOLOGIES IN TEACHING ENGLISH**

Since the beginning of the pandemic, and now under the martial law, education in Ukraine has been moving online, and students are starting to feel the lack of communication with teachers and peers. Interactive learning technologies have the power to immerse students in the familiar classroom atmosphere without leaving their homes.

Interactive learning is a hands-on way of transferring knowledge as opposed to passively listening to a lecture or reading assigned material. Students might perceive passive learning as boring because their opportunity for involvement is minimal. This type of education also has limited options for assessing student comprehension. On the other hand, interactivity captures students' attention, involves them in discussions, and stimulates critical thinking. So, interactive teaching is a good way to facilitate English language learning.

Interactive teaching is a special form of organizing cognitive activity, which has a specific intended goal of creating comfortable learning conditions. The essence of interactive teaching is that the learning process takes place under the condition of constant, active interaction of all students, where both the student and the teacher are equal subjects of the whole learning process. Interactive technologies are the organization of knowledge acquisition and the formation of certain skills and abilities through a set of educational and cognitive actions organized in a special way. They consist in the active interaction of students with each other and the construction of interpersonal communication in order to achieve the planned result.

There are different interactive technologies:

- cooperative learning technology – when learning is united by a common goal;
- technology of collective and group learning – it means simultaneous joint work of the whole group;
- situational technology teaching – it consists in inclusion of the student in the game;

- technology for processing situational issues – working out a solution of an issue;

- the technology of discussing questions, or debatable teaching - broad public discussion of a common issue [2, p.78].

It should be noted that interactive learning is not an end goal in itself, but only a means by which an atmosphere of creative interaction, cooperation, goodwill and understanding will be created in the classroom. While using various interactive teaching models, we can highlight the following advantages:

- the teacher can reveal himself as a consultant;  
- partnership in the students group and between the teacher and students is promoted;

- the student's cognitive abilities expand;

- the ability to control the level of knowledge acquisition by students is improved;

- the high level of knowledge acquisition is brought about.

There is a wide range of interactive technologies for teaching and learning English to be introduced into the classroom in a productive and collaborative manner.

Students' attention can be drawn by using Prezi - a dynamic animated presentation tool. It has many more features than traditional PowerPoint, and it enables the teacher to zoom in on information, and add animated images or video.

If brainstorming sessions are needed, the teacher can use Padlet – a digital pinboard. Any student can add notes, images, videos, and links to the board (so the students can collaborate from their own devices), and the teacher can move them around accordingly. As the board owner, it's possible for the teacher to control accesses and delete or edit contributions.

Another fantastic interactive education tool for students of any level is Quizlet - a virtual flashcard app. You simply write the question or prompt on one side and the answer on the other, and you can flick through the deck randomly. It's perfect for revising for end-of-year exams.

StoryJumper is ideal for creative writing classes, and it helps classrooms make their own digital stories. The teacher can load this program onto his interactive display and give students turns to create their own part of the story, or it's possible to add multiple students to a storybook and invite them to work on the project together.

With Tiny Tap the teacher can include some games into the lesson. All of the games are educational and can be played in classroom settings.

To sum it up, one can't deny that online learning tools seemed successful back when their role was just to complement the conventional classroom. However, now they are emerging as the main method of education and there is a very real possibility that distance learning and interactive technologies will persist even some time after all these sorrowful events in our country.

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### **LANGUAGE BARRIERS IN POLICE WORK: IMPORTANCE OF ENGLISH COMMUNICATION SKILLS**

The majority of the police face many difficulties while speak in English language, especially when they were subjected to the spoken English. Moreover, this weakness is a vital problem for those officers in dealing with foreigners. The problem of speaking English language for the police officers started from the basic levels which made them unable to speak English fluently.

Speaking is “the process of building and sharing meaning through the use of verbal and non-verbal symbols, in a variety of contexts”, also “speaking is a productive oral skill. It consists of producing systematic verbal utterances to convey meaning”. [1] Among the four skills, speaking is one of the most important productive skills. Speaking is an important part of second language learning and teaching. It is an interactive process of constructing meaning that involves producing and receiving and processing information. [1] Being able to verbally communicate effectively to other individuals or to groups is essential in school, business, as well as their personal life. There are three kinds of speaking situation:

First: Interactive speaking situation is face-to-face conversations and telephone calls, in which speakers are alternately listening and speaking, and in which they have a chance to ask for clarification, repetition, or slower speech from their conversation partner.

Second: Interactive speaking situation is when giving a speech to a live audience, where the convention is that the audience does not interrupt the speech. The speaker nevertheless can see the audience and judge from the expressions on their faces and body language whether or not he or she is being understood.

Third: Non-interactive speaking situation is when recording a speech. Effective speaking: stated that when speaking in English to people, who speak English, speakers should know their objectives and pronounce words clearly. Moreover, they should respect cultural differences and adapt speaking style to the other person's. Therefore, different cultures may interpret and practice communication differently. [3]