Using Research And Project Activity As An Effective Form Teaching

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Abstract: The article reveals the problem of using research and design activities of students in a foreign language lessons. Moreover, comparative analysis of the content of two concepts of research and project activities is discussed. The functions of research and design activities are considered. Special attention in the article focuses on ways of developing activity in the modern system education and its place among other effective methods.

Key words: research, project, research activity, project activity, creative project, students' project activity.

Nowadays, in education there is a picture of the active introduction of various forms of work in the classroom. Learning activities depend on the age, level of knowledge of the student. The activity that will be discussed in this article is called research and design. Before considering this term in full, it is worth disassembling its individual components: research and project activities. Often, they are used synonymously, but there is a difference between them [9,360].

In the modern education system, project activity is recognized as a relevant research method in teaching. It began to be used in the classroom "for the full disclosure of the potential, gifted and capable children" [2,34]. First of all, it puts aims to support the development of students' creative abilities.

Alekseev N.G. distinguishes the following features of the concept of "project activity":

• attitude to the future, near or far;

• there is no future, but it is real;

• this future - it is seen ideally.

The whole idea should be obtained on the basis of these three features. Alekseev calls design a special activity and compares with the course of comprehending information [1].

There is another concept: a creative project. This is the same project Conceptual overview of the word "research" shows that this activity represents the extraction of something "from the trace", the process occurs with the help of knowledge and hypotheses already proven or found earlier [4,97]. Research is understood as a method of producing new knowledge or a product.

Research method or method production of new knowledge and product help a person with the help of other scientific methods to penetrate the essence of the theory and consider in detail each moment. If we turn to the comparison of the analyzed concepts of "research" and "design", it should be noted that they have a general relationship to the mental activities. It is worth emphasizing that design is closely related to the implementation of an idea. It is a good start for laying new levels of learning and for disclosing design; while exploration is used to perform tasks, is dictated by design. Activities that are aimed at the formation of a creative personality. According to idea that the student creates a project using all the necessary information and skills to find it. [4].

Conceptual overview of the word "research" shows that this activity represents the extraction of something "from the trace", the process occurs with the help of knowledge and hypotheses that already is proven or found [4,96]. Research is understood, as a method of producing new knowledge or a product. Research method or method production of new knowledge helps a person with the help of other scientific methods to penetrate the essence of the theory and consider in detail each moment. If we turn to the comparison of the analyzed concepts of "research" and "design", it should be noted that they have a general relationship to the mental activities. It is worth emphasizing that design is closely related to the implementation of an idea, It is a good start for laying new levels of learning and

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As noted by A.I.Savenkov, when making forecasts in the design process, the future is usually divided into three components: deterministic (completely foreseen, it can be proved using obvious facts), probabilistic (predicted with a high degree of probability) and accidental (not amenable forecasting) [5]. It is generally accepted that if the design unfolds and develops only in the framework which there is a determinative component, then a study in which there is a random sign is absolutely not amenable to any forecasting.

In the process of performing one of the activities, it becomes clear that the design and research are different concepts. The only common characteristic is identical. The most gifted learners are not interested completion of work; they are looking for the possibility of applying the information in the future research. A new job is the skill of discovering and searching for unknown information.

It becomes obvious that the design initially sets limit, the depth of the solution to the problem, and the study is built differently, it observes a whole chain of searching for solutions to problems and barriers in the course of research. And this search lasts endlessly. In the works of many domestic and foreign scientists, one can notice obviously that the differences between definitions of the concepts "research activity of students" and "project activities of students". If student touch research activity, it is easy to note that this activity is associated with looking for an answer to a creative and research problem. Also, the specified activity assumes the presence of central stages suitable for research in the scientific field, the study of the theory is dedicated to the central problem; finding ways to develop and practical mastery of them; collection of material, its analysis and synthesis, own conclusions.

Nowadays, teachers are reconsidering the arsenal of effects on students' minds, wills, emotions, in order to expose them to the rich world of culture and

customs of the nation of studying language. Both forms of speech operation are reviewed by the ways and methods of forming: reading, speaking , listening, writing. The integration of gaming technology into the learning process encourages the activation of the instructional process and the cognitive activity of students.

In order to achieve a general result in the lesson, the teacher needs to combine students to create educational and cognitive or game activities, create work as a group. It is necessary to determine together with the students' common goal, outline research methods and methods of activity that it is aimed at achievement of an overall result. It must be remembered that the most important result of project activity is the final product. When implementation of the project, it is necessary to take into account the design stages, goals, objectives of the project and resources. During the execution of the project, you should follow the process and consider all factors [6].

The teacher who needs to instruct understudies to think ought to see at how understudies get information and how they essentially duplicate them. Getting information requires certain mental aptitudes, such analytical, risky, basic, inventive, intelligent considering. A really pertinent innovation in the teaching of school subjects, including English language within the light of modern educational standards is critical thinking innovation in English classes. Basic considering could be framework of judgments that is used to analyze things and occasions with detailing. Sensible conclusions permit to make educating evolutions, traditions, as well as accurately apply the comes about to circumstances and problems [7,230].

The method of project can be a comprehensive educating strategy that permits individualizing the learning prepare, empowering the understudy to appear autonomy in arranging, organizing, monitoring exercises, tasks. The extend strategy allows understudies to appear their freedom in choosing topic, sources of

data, the way that are displayed and organized. Also, project methodology allows person work on the theme.

Thus, with the existing differences to the definitions of "research" and "design", you can find developing approaches to research and project activities. They are associated with the development of students' interest, ability to use information and use skills correctly. At the end, the path of development of research and project activities is undergoing huge changes, but it remains relevant enough to be used as a innovation in foreign language lessons.

As we already know, in order to get accurate knowledge, student need to get a goal and help in research and design activities. It has all the necessary practical and scientific significance. Such activities have complete submission for the logic of the research, there is a precise and detailed structure. All of the above the factors are original and true. The activities are described above, they have a number of features that give it the right to be called research and design. These activities are designed for learning activities, aimed at developing students' skills, setting goals and objectives, searching for information and using it in practice. Also, these activities will teach students to accurately identify the problem and quickly seek a solution in a huge stream of information. Researchers can check themselves and evaluate their opportunities and the teacher will be able to control the process of performing the research, give external assessment.

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