

## Forming Listening Comprehension Of Preschool Children In English By Using Of ICT

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**Abstract:** *The article is devoted to the role of ICT in preschool practice of forming listening comprehension in English. The author paid special attention to interactive language teaching, its specifics, functions, efficiencies with using on the information communication technologies in the kindergarten. The article details specific examples conducting English lessons for preschool children based on an interactive technologies, their goals, objectives, stages, achieved results.*

**Keywords:** *to form hearing, to increase listening comprehension, preschool children, preschool teacher, computer games, educational computer games, modern teaching technologies, education efficiency.*

Nowadays Information Communication technologies (ICT) play important role in social life. ICT are included in the educational process at all stages [6], even in preschool education [2, 5]. The usage of ICT in teaching foreign languages to preschool children from 3 to 7 years old has its own specifics. Depending on the goals and the chosen strategy for their implementation, the using various ICT tools is divided into:

- training videos;
- computer programs;
- multimedia programs;
- Internet (network, educational games, Skype).

Studying language of preschool children should be amazing. Especially, hearing, listening skill is shaped with using ICT. During the mini lessons, the interaction between the teacher and the child is as follows: “teacher-computer-child”. In the scientific literature there are several classifications of computer games.

Traditionally, all forming listening games are divided into educational, developmental and entertaining. J. Margolis suggests highlighting fixing (drill-and-practice), mentoring (tutorial), simulation with pedagogical modeling [4]. V.V. Gramolin classifies imitative and winning listening games based on motivational participation in the game [3]. According to Internet resources, educational games for forming listening comprehension in English for preschoolers into interactive, network (flash games) and motivating. All of these games perform the main function that mastering English in a fun, playful way. Also, these games help to form, increase listening skill of children, motivate them to learn the language. Interactive games are usually multilevel. They develop children abilities and help them to study English with using interesting tasks [1]. Network games are focused on mastering or consolidation of certain lexical and grammatical material within one flash games.

Studying English in preschool age is interesting and a fun process. It is necessary to take into account the age and physical capabilities of children for the effectiveness of the development and education of the child. From 3 years of age, children are introduced with a computer, are studied to operate keys and mouse, basic commands in English: “Push the button, please”, “Start the game”, “Switch on / off the computer”, “Click on the button”, ... as well as involve computer games in order to develop small hand motor skills, develop eye coordination. These are various virtual jigsaw puzzles, coloring pictures, manipulating objects such as games “Snowman's dream”, “Building a house”.

For instance, let's consider practical lesson in English language on the topic “My farm” with children aged 4-5 with using ICT. The duration of the lesson is 25 minutes. Lesson objectives: 1) to master the vocabulary on the theme “Farm”; 2) to develop phonetic, lexical skills, listening skills; 3) to generate interest in the English language.

### **1. Organizational conversation (3 min).**

Hello, How are you today? How do you feel? Are you happy? Yes / No. Take cards “smile”, please and sing a song

*Table. The content of educational games for forming listening comprehension*

Name	Content of game	Task of game	Skills	Age
Interactive games with ICT				
<i>Playway to English</i>	Lexical: my world, school, fruit, animals, toys, weather, holidays, my stuff, food	Listen and click, listen and click on the picture, listen and drag, find a pair, listen a song, memory game...	Memory development, thinking, increase in vocabulary by topic, development phonemic hearing	From 6 years
<i>Till with Word Fun 1, Till with Word Fun 2</i>	Lexical: animals, family, my face, toys, school, food, farm, body, holiday, cloths, food, at home	Listen and click, read and match, colors and numbers	Magnification vocabulary, listening perception, motor skills	From 4 years
<i>Frivolous lessons (series of games)</i>	Alphabet, score, colors, geometric forms. Vocabulary: family, animals, my world, vegetables fruits, weather, etc.	Unravel puzzle, collect the puzzle, make up a story Listen history	Acquaintance with English alphabet and account, replenishment vocabulary stock, skills spelling foreign words and	From 4 years

			understanding English speech in hearing	
<i>Entertaining English. Collection cognitive games (Antoshka - recipes English tongue, baba - Yaga for distant lands, English with uncle Fyodor, three of Prostokvashino)</i>	Lexical: my family, school, food, animals, weather, my body, face, my world, shapes, numbers, colors...etc	Listen and click, read and match, colors and numbers  Listen, and name Make a puzzle picture, word, phrase ...	Allows to acquire practical listening reading skills and significantly expand stock English words	From 6 years
Network (Flash games)				
<i>Learn ABC, Tiger ABC, Where is ABC Poohs Match</i>	Learning the alphabet (A,B,C,D,E,F,G,...)	Find a letter, click on the letter, put letters in the right order.	Memory development, learning the alphabet by hearing	From 5,6 years
<i>Memory games</i>	Lexical: Parts of the body, face, sport, animals...	Find a pair	Memory development, phonemic hearing, working off vocabulary	From 3,4 years
Stimulating games				
<i>Ice Age: Continental Drift. Arctic Games. Flash games -</i>	Household vocabulary, special (items that must be found	Quests more intuitive character. Go and find, collect,	Development phonemic hearing, perception monologue	From 6 years

<i>Freddi Fish.</i> <i>Dora's Big Birthday Adventure</i> <i>Dora's Lost and Found Adventure</i> <i>Diego &amp; Dora</i>	along the way games). Guitar, seed, shell, stars, etc ...	shake it, dig out, move, etc	and dialogical speech. Formation active and passive vocabulary	
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## 2. Phonetic charging (3 min).

Story about Mr. Tongue. Today, our friend - Mr. Tongue invites us to take a walk with him in the woods (the teacher includes a cassette with recording of forest noises). So we are with you in the forest. Casting and branches, needles and cones rustle under our feet: [sh-sh-sh]. And suddenly mosquitoes attack us and buzz: [z-z-z]. And we drive them away like this (children clap their hands). Mosquitoes scared and flew away, and we continue walking through the forest: [sh-sh-sh]. Suddenly bees attack us and buzz: [th-th-th]. We don't try to make sudden movements and the bees fly away and we go out to a beautiful meadow, there are many multi-colored butterflies and we say: [wau-w-wau]. We lie down on the grass and rest: [o: -o: -o:]. Very good! Very good! Very good!

## 3. Speech warm-up (5 min).

Now let's move a little bit and play the game "What can you do". A rhythm is created (children clap their hands). What, what, what can you do? (2p) Maria what can you do? I can ... (run, jump, swim, fly ... etc). During this time, the children represent the activity that Maria has chosen (jump, run, fly, swim, move).

## 4. Introduction of new material (7 min).

Now we go to a Farm.

- The teacher invites you to find out who lives on a farm. On the blackboard there is a poster with animals living on a farm (cow, duck, chicken, horse, hare, frog, dog, goat, sheep). Children are called Animals.

- The teacher shows cards with pictures of animals and pronounces the name in English. Children repeat.

- Let's play the game: Go and Find.

The cards are face up. Teacher gives Go and Find command a... duck, please. Children do it in turn. Very good! Well done!

- The song "Old McDonald had 4 ducks, 4 cows, 4 dogs, 4 frogs, 4 chickens". Firstly, children try to hear and guess who lives on the farm and then sing.

#### **5. Securing new material (7 minutes):**

- Let's remember who lives on the farm. Who lives on the farm?
- Children look at the poster and call animals in English.
- Computer game "Tally's Word Fun1, The section "Animals".

Tasks: Listen and click, read and match colors and numbers. In a playful way, children fix lesson material. As a homework assignment, teacher can offer to draw an animal that lives on a farm and play at home the game "Tally's Word Fun 1". The classification of educational computer games enables the teacher more prepare the lesson thoroughly and imply ICT more effectively in the desired stage.

In conclusion, ICT, computer learning games are current trends in modern pedagogy for forming English listening comprehension of preschool children. Furthermore, there are a number of advantages, including educational and developmental games in the process of studying a foreign language: mastering a computer, intensification of the educational process, an interesting form of material presentation, visual images along with audio and video supports, interactive tasks.

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