

**THROUGH THE USE OF AUDIOVISUAL TECHNOLOGIES (WORK ON TEXT,  
GRAPHICS, VIDEO ILLUSTRATION) STUDENTS OF THE 8TH-9TH GRADE WILL  
DEVELOP THE CONCEPT OF CRITICAL AND CREATIVE THINKING AND  
SPEAKING IN ENGLISH.**

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**Annotation:** This study investigates the efficacy of audio-visual technologies in assisting 8 – grade students in learning English vocabulary. The interplay of audio-visual aids in educational conversations has been researched from a variety of perspectives . Multimedia is a multimodal experience in which information is communicated through text, graphics, pictures, audio, and video. It has been demonstrated that a combination of words and images always carries a substantial quantity of information. The use of multimedia in teaching and learning. The goal of this research is to determine the efficiency of audiovisual aids in the learning of English vocabulary among 8- grade students.

**Key words:** audio- visual technology, critical thinking , speaking English , educational process.

## **INTRODUCTION**

Vocabulary is one of the key linguistic components that form the foundation of foreign language acquisition. Having a good vocabulary helps students understand oral as well as textual communication Year after year, the number of students learning English as a Foreign language has gradually increased. These kids must acquire not just linguistic abilities but also academic skills to succeed in university. Reading academic literature, producing effective academic prose, and conducting research all require the use of English to acquire and communicate information. The purpose of this study is to look at the influence of employing multimedia in English language acquisition 8- grade students.

Teaching a foreign language to primary schoolchildren requires the use of a non-traditional approach in the classroom in order to attract children's interest in the language, as well as to facilitate the educational process. Since learners at this age are not able to go deeply into the grammar rules of using the language being studied, it is necessary to give them the opportunity to hear authentic speech from the very first lessons. Repeated listening to authentic dialogues, watching short videos where native speakers communicate with each other in different situations, using the heardphrases in role-playing games in the classroom contributes to the formation of young learners' listening and speaking skills. The audiovisual method can be an effective tool that will help the teacher organize an interesting and memorable lesson for young learners.

The goal of pedagogical technologies is to ensure that the teacher and student achieve the set goal in cooperation. In the educational process, students can think independently, create, search, analyze, and come to their own conclusions. The teacher's ability to create opportunities and conditions for students' activities is considered the basis of the teaching process. Each lesson, subject, subject has its own technology. Among the methods known and widely used today are "Brainstorming", "Cluster", "VENNdiogram", "BBB", "FSMU", etc. showing their effective results in the course of the lesson [4]. Methods such as "Comparison method", "Circle method", "6x6x6" have their own role in ensuring teaching effectiveness.

## **CONCLUSION**

In short, the aim of encouraging students to think independently, freely, to search, to approach every issue, to feel responsibility, to analyze, and most importantly, to stimulate the student, increases the interest of the pedagogue in his chosen profession. The use of innovations in education is known today as the main path leading to the integration of education, science and practice.

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