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METHODS AND TECHNIQUES IN ONLINE AVIATION ENGLISH LEARNING

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Introduction. Since 2019, when the quarantine started, students of higher education enterprises have started online studying. At the same time a question of adaptation of offline tasks arose. The six language proficiency skills assessed in ICAO Aviation English Test: vocabulary, grammar, structure, pronunciation, fluency, comprehension and interactions. In order to acquire the appropriate skills effectively and in an interesting way a plenty of online tools were developed.

Materials and methods. We used active teaching methods — including the importance of interactive tasks for students of 1-3 years of studying with the help of online poll. Such tasks were of particular interest to students. We observed the impact of gamification on their knowledge and motivation. At the end of the year, preference was given to online platforms that can be used during online-lessons and can easily replace paper textbooks without decreasing of the productivity of students and the teacher’s monitoring and control of the tasks completion.

Results. The poll “Can gamification help you learn Aviation English?” included 3 options of answer: 1. Yes. It is easier and more interesting to study with the help of gaming. 2. 50/50. Games can *draw students' attention away from a task*. 3. No. The aviation-related topics from books and a wide range of vocabulary tasks help students quickly recognize and understand professional information.

There were 55 students aged 17-21 years who participated in the poll. The following results were shown:

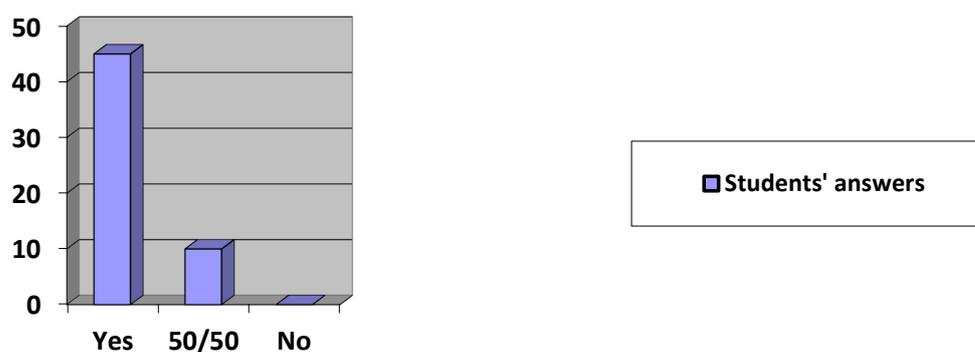


Figure 1. The results of the poll.

After the questionnaire completion, why they had chosen “Yes” answer, mostly students answered, that the feeling of competition motivates to get the best score, quick access to the tasks and easy methods of working with them make studying pleasant. Otherwise, students who had answered “50/50” said, that there are two sides of the coin. On the one hand, they don’t need to find some textbooks and then rewrite the tasks in the copybook. But on the other hand, they may focus more on the game and desire to be in the first place instead of some traditional methods of learning grammar structures and words spelling.

It should be noted that the Aviation English skills can be mastered with the help of online

platforms. For example, aviation vocabulary can be easily learned and taught with the use of the following games:

- Quizlet;
- Kahoot;
- Quizziz.

Such online tools as Learning Apps, Wordwall and Flippity can make working on grammar easier and more student-oriented because of getting rid of paper tasks and adding more self-control. Also, there is another way to present discussions. Teachers can make games or wheels with questions with the help of Bamboozle or Wheel of Names.

The most helpful tools for teachers – a whiteboard -which was taken from us can be replaced with the next websites:

- Miroboard;
- Webwhiteboard;
- Jamboard.

Conclusions

Online learning of Aviation English can become more engaging for students if interactive online-platforms and tools are applied at the lesson. PDF books became difficult to use in online form of studying, that is why online tasks, which students can open with a QR code or just a link can reduce the time spent for rewriting the tasks, and new vocabulary can be easily saved on student's account at Quizlet.com and at any time the student can open it for reviewing previous topics.

References

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