

## Do Digital platforms have positive effects or negative ones on children's learning a new language?

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### ARTICLE INFO

#### Article history:

Received November 2022

Received in revised form

10 November 2022

Accepted 25 December 2022

Available online

25 January 2023

#### Keywords:

digital platforms,

animations,

testing,

pre-test,

post-test,

data collection.

### ABSTRACT

The research show that digital platforms are found as a useful tool in teaching progress. Therefore, teachers should determine the right educational digital platforms in order to improve teaching quality. Especially when teaching preschool and elementary school students, animations have a great power to catch their interest in learning a new language. In this article, essential features of digital platforms will be revealed with facts and experiments.

2181-3663/© 2023 in Science LLC.

DOI: <https://doi.org/10.47689/2181-3701-vol1-iss1-pp50-57>

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## Raqamli platformalar bolalarning yangi tilni o'rganishiga ijobiy yoki salbiy ta'sir ko'rsatadimi?

### ANNOTATSIYA

#### Kalit so'zlar:

raqamli platformalar,

animatsiyalar,

baholash,

pre-test,

post-test,

data collection metodi.

Hozirgi kunda raqamli platformalar o'qitish jarayonida foydali vosita hisoblanadi. Shu sababli o'qituvchilar o'qitish sifatini oshirish uchun mos raqamli platformalarni aniqlay bilishi kerak. Ayniqsa maktabgacha ta'lim va boshlang'ich sinf o'quvchilarini o'qitishda, animatsiyalar o'quvchilarning qiziqishlarini yangi tilni o'rganishga yo'naltirishda muhim ahamiyat kasb etadi. Bu maqolada, raqamli platformalarning muhim xususiyatlari faktlar va tajribalar bilan ochib beriladi.

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# Оказывают ли цифровые платформы положительное или отрицательное влияние на изучение детьми нового языка?

## АННОТАЦИЯ

### Ключевые слова:

цифровые платформы,  
анимация,  
тестирование,  
пре-тест,  
пост-тест,  
сбор данных.

Исследования показывают, что цифровые платформы являются полезным инструментом в обучении. Поэтому учителя должны определить правильные образовательные цифровые платформы, чтобы улучшить качество обучения. Особенно при обучении дошкольников и младших школьников анимация обладает огромной силой, чтобы заинтересовать их в изучении нового языка. В этой статье с помощью фактов и экспериментов будут раскрыты основные характеристики цифровых платформ.

## INTRODUCTION

Today's society is closely connected with electronic world; therefore, we can face them in any part of the world. However, the Internet and Media have a negative impact on not only older people but also younger ones. Nowadays people cannot imagine their life without electronic gadgets. They have already become an essential part of our life. They can capture the people and steal their unreplaceable time. In addition, they can avoid the children from education. That's why we should learn how to deal with them. We mean, people must learn them for positive outcomes. For example, it is very useful for those who want to learn a new language because of creating new opportunities for learners. With the help of the Internet, learners can create an atmosphere around them.

On the other hand, we cannot restrict the phones, laptops and other gadgets when studying at school or university. It is against the human right. Therefore, we should educate the young generations how to use them effectively. Mostly, the youngs are addicted to playing computer games day and night. Instead, if they play some games based on educational rules, they can both enjoy the game and get something new about any subject. By doing these, the parents can inspire their children to study and can help to broaden their children's horizons.

With the help of digital platforms and animations, teachers can conduct lessons efficiently. Because young children can get bored if the teachers only give them tasks and new rules. The lesson will be meaningless. In order to prevent these boring situations, teachers must learn how to use digital platforms effectively.

## METHODS

### 1. Gamification method.

Gamification method is an educational approach to motivate students by using video game design and game elements in learning and teaching. According to Garcia & Alvaro (2017), this method was found as a modern and innovative method that can make students active, inspire them, and get them involved in the natural atmosphere of education. After investigating and testing, the method was proved to play an important role to learn a new language.

Gamification is mainly involved with games. It is a very useful method for preschool students. They learn something even without realizing it. The students feel as if they are playing a variety of games. But doing some kind of task, they begin to learn something without noticing. The advantage of this method is that the students are very active because they try their best to win the game, and at the same time, they try their best to learn a new language.

## **2. Animations and action activities.**

Animation is a type of computer design that makes the pictures move around. When aiming to teach young children who are around 6 and 10 years old, animations can catch their attention and help the teachers to teach something new to children.

### **Storyboard**

In this task, there some pictures according to a story on the desk, and the students are asked to order them, each student can make their story by thinking creatively. This way can also help them to think logically.

## **3. Digital platforms.**

A digital platform is a new type of educational tool which can cover the whole world at a time. Thanks to the Internet, the teacher can instruct millions of children by using digital platforms. According to Hassel (2012), digital platforms have three advantages in the teaching process:

- The ability to use the platform at any time. It just requires the Internet and the teacher can teach children at home online.

- The chance of earning a lot of money. The more children use the platform, the more money the teacher can receive money. This motivates teachers to work hard and produce more reliable databases.

- The ability to cover lots of children, only one teacher can teach not only local children but also foreign.

## **4. Video-based learning.**

It is a container of video lessons that are getting more and more popular. Nowadays, people tend to make videos about science, math, and languages. These kinds of videos are very cheap and reliable and it gives the learners more opportunities to learn anything without going somewhere. And it is very convenient for those who are too busy to attend the courses. They can study independently after finishing their work.

According to the methods mentioned above, the research took place in the elementary school. The objective is the 4th grade. There are 24 students in the class.

First, the placement test was taken. The group was divided into 2 group which consisted 12 pupils each one.

Data collection method was implemented and pre-test was taken as the following:

### **1. General interview.**

The pupils were given some questions about their interests, hobbies, and attitudes towards the language

### **2. Testing.**

Listening and vocabulary knowledge were checked with the help of some tests

After data collections were taken. We started teaching them in 2 ways:

Group A: in this group, we used digital platforms and the methods mentioned above.

Group B: it is called a traditional group and teaching continued as an ordinary way.

After 2 weeks period, post-test was taken as the following:

### **1. Listening**

A2 level listening based on tasks were taken and classified into groups.

## 2. Vocabulary

Vocabulary knowledge was checked by using Kahoot.

## RESULTS

When testing Gamification method, the students were divided into two group: Group A and Group B. Group A was taught by Gamification method. Group B was taught by the ordinary method. But At the end, both groups were tested. The results are very different from each other.

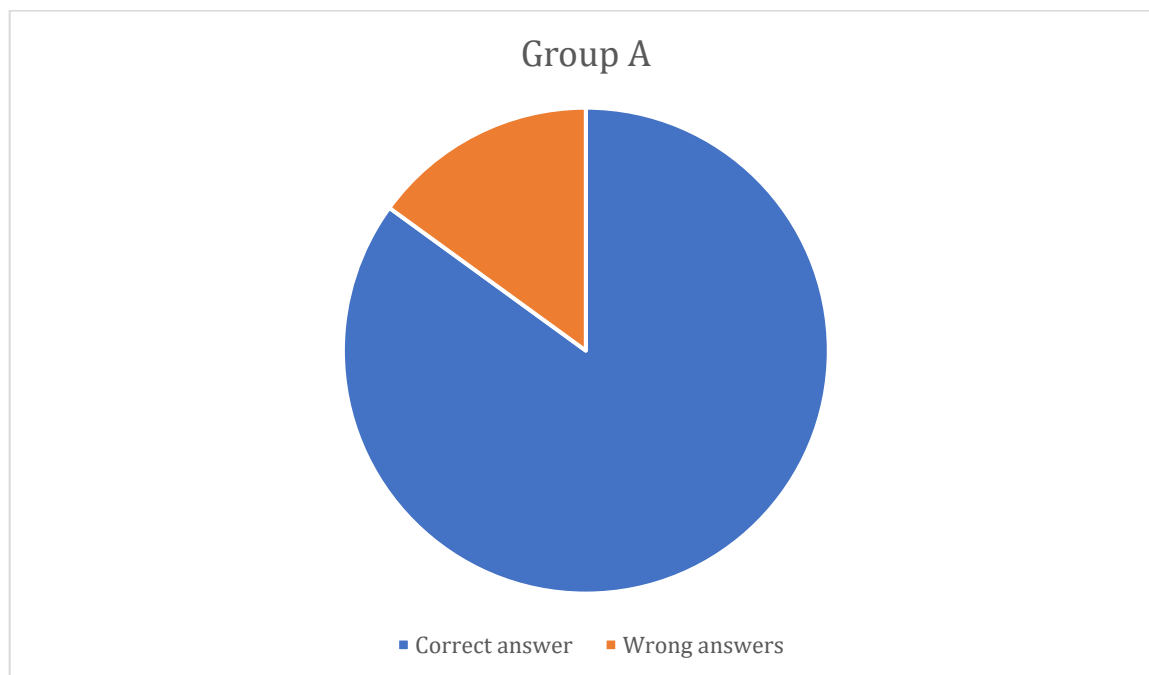
### Pre-test results.



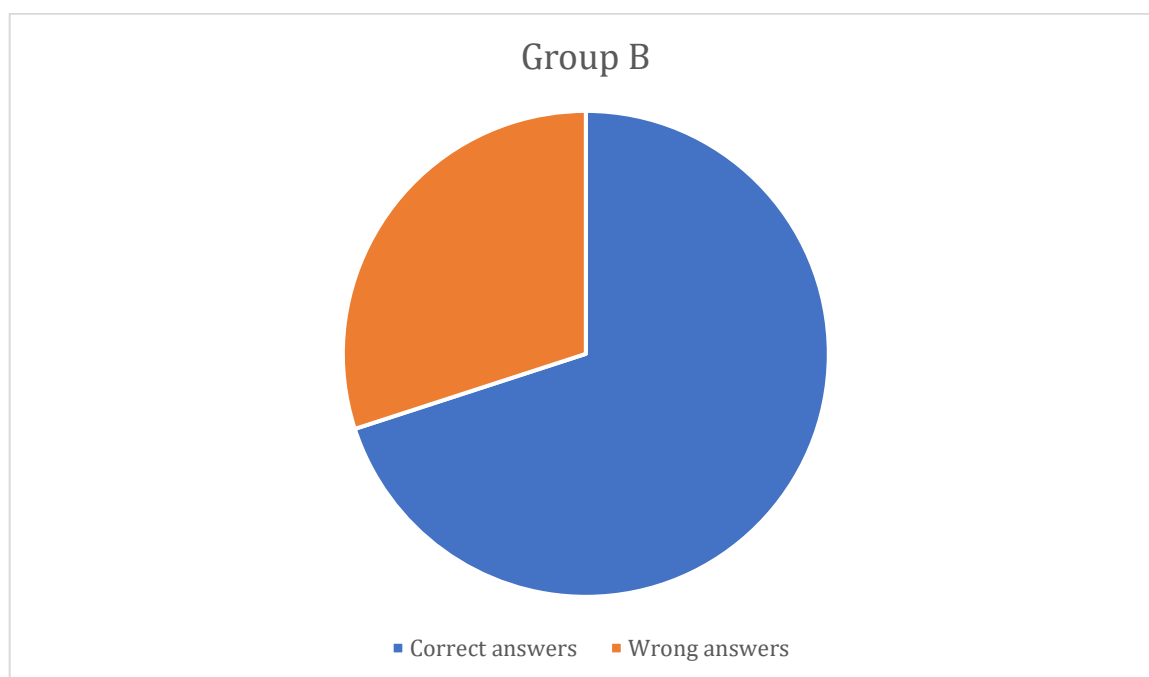
There were 30 questions and they could find 16 question which was 55 percent.

**After the research, the results were very different.**

### Post-results.



**Group A can show high results. The pupils can find 85 percent of questions**



**Group B's result was a lower than the Group A.  
They can find 70 percent of tests**

Group B could show a satisfactory result. Pre-school students can show amazing results. Because they learn a new language faster than the others.

## DISCUSSION

So far in high educations, universities, digital platforms have been used and showed good results. One of the famous platforms is Hemis. Professors of universities upload their materials on the Hemis platform and set daily or monthly tasks and the students should complete those tasks until deadlines. If the students cannot pass the exam or complete those tasks, they have to pay extra payment according to credit-module system. This encourage the students to study hard and gain the sense of punctuality.

After getting a satisfactory result in high education, the government decided to give a strong fundamental knowledge from pre-school and elementary school and started some projects to improve the teaching system. As a result, the Learning Passport (“Bolalik Akademiyasi”) was created. It is a digital platform associated with UNICEF and Microsoft. It was born on 14 April 2022, in Tashkent. The advantage site is a flexible digital learning platform and it covers millions of children across the world. The platform will equip ECE teachers with professional development courses; lesson plans; supplementary readings, and digital teaching and learning resources based on National Curriculum “Ilk Kadam” and Early Learning and Development Standards.

“Teachers have one of the most influential roles in a child's life. When teachers receive professional development training, they learn new skills and knowledge they can apply in the classroom. Children experience positive physical, emotional, and educational growth when their teachers utilize up-to-date and relevant educational practices. The learning Passport has great benefits for the personal and professional development of teachers”, said Oyatullo Rakhmatullaev, Director of ‘Bilim Makon’ Center.

“Our platform “Bolalik akademiyasi” is, first of all, the world of quality education. Pedagogies can use tasks based on modern methods, use additional resources for self-development, and parents can discover useful information on child care and upbringing,” Shakhnoza Mirziyoyeva said.

“This critical period only occurs once in a lifetime-for this reason, it is crucial to the millions of pre-primary aged children. Their life-long physical, mental and financial outcomes depend on the support they receive during this time”, said Agrippina Shin, Minister of Preschool Education.

The research show that 90 percent of children’s brain works actively during pre-school period. Therefore, digital platforms are essential for them.

## CONCLUSION

To sum up, digital platforms are divided into several types according to their needs.

For example:

Social media platforms like Facebook, Twitter, Instagram, and LinkedIn

Knowledge platforms like StackOverflow, Quora, and Yahoo! Answers

Media sharing platforms like YouTube, Spotify, and Vimeo

Service-oriented platforms like Uber, Airbnb, and GrubHub

In this article, only knowledge platforms are discussed and revealed positive outcomes. As you can see, the digital platform is a new approach to education and it has some advantages for users. Firstly, it is easy to use and everyone can use it. Secondly, it is much cheaper than face-to-face courses. Thirdly, one can learn a new language at home without going anywhere.

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