Solutions of problems in the process of teaching English in modern life.

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Abstract: This article is about the emotional activity of learning English, the ability to learn the language, the level of development of competencies, the development of teaching and methodological guidelines, recommendations for their application in the learning process, the analysis of their effectiveness. The step-by-step logical structure of the English text is called a logical algorithm. The logical algorithm serves as a basic guide in achieving the goal in the study of teaching material in English, that is, in understanding the content of the material. At the same time, the text structure itself is considered an algorithm. So, today, raising the quality of higher education to a higher level, as well as increasing its effectiveness, depends in all respects on the mastery of English language teaching materials by students.

Keywords: technology, style, equipment, resource, digital technology.

Teaching English to students with the help of gamification in the process of higher education in the context of digital technologies is considered one of today's most relevant, scientific interest, multi-disciplinary fields in which many scientific studies have been conducted both in foreign countries and in our country. In the scientific-research works carried out so far, many studies and special models have been developed regarding the content, essence, forms, tools and methods of innovative processes in education, new pedagogical technologies, and all of them form the methodological basis of our research. Researches created so far: the place given to innovative changes in the process of implementing fundamental reforms in the education system of our country, its position and assessment, the procedure and stages of innovative changes; general innovative processes and goals within the framework of education and training, researches related to the essence of the innovation process in education;

the content of innovative processes in the organizational and practical management of the educational system and educational institutions;

problems and goals of organizing the activities of the educational system and the head of the educational institution related to the management of the innovative process;

innovative process in education, its structure and modeling of pedagogical process;

In the implementation of innovations in the educational institution and the practice of the educational process, it is possible to study in such directions as the skills of the teacher, the pedagogue and his motivation for the innovative process. Based on this, among the considered research directions, we paid special attention to

the issue of the content and essence of the process of presenting educational material based on digital technologies in the activity of a teacher, especially an English teacher. Because it is inevitable that the pedagogical activity of a teacher working in the higher education system should be directed to the creation of educational conditions in the process of educating a person, to meet his needs, and to open and develop his abilities. In order to use digital technologies in higher educational institutions of pedagogy, it is necessary to analyze and study the processes of modernization carried out in the field. It is known that today in the world, the international assessment of changes in the field of education on the basis of diagnostic and qualitative measurement of the activities of the subjects of the education system is based on programs such as TALIS, CIVIC, ICCS (International CIVIC and Citizenship Education Study) in the USA, Great Britain, Japan, Germany, China, Singapore, Research is being conducted in developed countries such as South Korea. Such socially relevant pedagogical phenomenon has a positive effect on the modernization of the field of education, the implementation of innovative and information technologies, as well as the improvement in accordance with the trends of development based on them, the implementation of global strategies of teaching. Software tools for teaching English to students using gamification in the context of digital technologies: Moodle, Wordpress, PHP, Turbo Site, Bandicam, Audisity, Movavi Video, Editor Plus, AutoPley, Media Studio 8, Macromedia Flash can be used as an effective methodological resource in the process of creating electronic information resources and improving the quality of education.

By teaching English to students using gamification in a digital environment:

1. To develop the competencies of professors and teachers to create an idea about information technologies, advanced foreign experiences in this field and to use them in practice;

2. It serves to develop students' creative abilities, to create an opportunity to activate learning and to increase their future professional competence.

3. in the conditions of digital technologies, it is possible to effectively organize English language teaching to students using gamification, to organize and implement online and offline seminar-trainings, special training courses based on information technologies during the teaching process;

  4. Development of proposals by studying competences directed at future specialization of students on the basis of information and communication technologies and introducing them;

6. Teaching English to students using gamification in the context of digital technologies serves to measure the level of development of their creative abilities for future work and develop recommendations based on monitoring.

The issues of organizing educational processes based on digital technologies are studied in the scientific developments of developed foreign countries. On September 23, 2020, the new version of the Law "On Education" was adopted in our country. Based on the successful implementation of the tasks set in it, an educational infrastructure covering all stages of the educational process, fully meeting the requirements of modern innovation, that is, an integrated system of continuous education, was created. This system serves to fundamentally reform the field of education, to comprehensively develop education as a single educational-scientific production complex. In our country, great attention is paid to the development of innovative technologies, their introduction into all spheres of activity, and the formation of the skills of working with them in the young generation. Accordingly, it will be possible to form a desire for innovative activity in the thinking of the young generation only if there is innovative pedagogical activity at each stage of the educational process. The modern education and training process requires that the teacher is oriented towards an innovative goal, has mastered innovative forms, methods, means and methods of organizing his activities, and is able to organize innovative pedagogical activities in accordance with the content of education. From this point of view, it is reflected in the implementation of the goal of comprehensive acceleration and development of foreign language teaching activities in our country. In particular, the establishment of the "Advanced Pedagogical Technologies, Methods and Popularization" Center under the Republican Education Center and the "Scientific Foundations of New Pedagogical Technologies" laboratory at the Scientific Research Institute of Pedagogical Sciences of Uzbekistan are considered by the public as an "innovative turn" in the field of education in our republic. showed its essence in the directions of the updated content of the foreign language teaching system: At the stage of modernization of the educational content, in particular, in the teaching of the English language, mastering the definitions of the English language is one of the important instructions of the state requirements. It is advisable to develop a system of using special algorithms in mastering the educational material. Algorithm means to give clear and clear instructions to the performer on performing a sequence of actions aimed at achieving the specified goal or solving the problem. Therefore, in the process of higher education, in order to expand the conditions and opportunities for effective learning of English language

learning material, the English language teacher's program algorithm determines the sequence order of mental (theoretical) and practical operations. It can be both an independent training program and a part of another training program. In the context of digital technologies, when teaching English to students with the help of gamification, the teaching material in English can be given on the basis of algorithms, tables and in the form of a block diagram through various computer games. The spoken algorithm relies on the help of natural English to describe words and sentences according to natural language features. Algorithm presentation on the basis of a table serves to express it in the form of a table and calculation formulas. Presentation of the algorithm in a block diagram is a method that means that the algorithm is presented using forms called "blocks". The step-by-step logical structure of an English text is called a logical algorithm. The logical algorithm serves as the main guide to achieving the goal of learning English language learning material, that is, understanding the content of the material. At the same time, the text structure itself is considered an algorithm. Thus, when teaching English to students with the help of gamification in the context of digital technologies, students learn to independently prepare for classes and prepare to strengthen acquired English phrases and sentences, their individual activity increases. The main conditions for the effective organization of the acquisition of educational material from the English language are as follows:

the scientific nature of the text, its research character;

the formation of students' need to independently improve their knowledge of English language learning material;

individualization of educational material;

focusing on English grammar, pronunciation, methodical guidance in the organization of oral speech development, etc.

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