

### **Using computer projects at the lesson of english**

Today we talk about preparing students to the active dialogue of cultures, to their orientation in the socio-cultural aspects of their own country and other countries. That means that the main aim of teaching English at school nowadays is organizing and teaching students intercultural communication. The realization of this aim can be supported by using modern developing computer and communicative techniques at the English lesson. Computer techniques help teachers to solve many didactic problems, such as developing language skills in reading, writing, listening and speaking; enlarging students' vocabulary; organizing intercultural communication in class.

One of the most effective techniques is a computer project. Computer project is targeted to developing active independent thinking and great communicative capability as well. It is very convenient to use Internet while preparing or working out the project, as the teacher can explain different problematic points discussed and investigated in class.

According to the classification presented by O. S. Polat, there can be two kinds of computer projects:

1. www-projects. Working at these projects students are supposed to look for the information and then present the results of what they have found. While searching for the information students enter virtual libraries, museums, etc. In this way project work realizes inter-subjective connections.

2. e-mail projects. The commonest example of the e-mail project is an Internet game organized among pupils.

Using computer projects in class is a way to productive and effective learning of English, as computer projects intensify the lesson itself; involve students into independent learning process, stimulate and motivate students. Computer project is characterized by high communicative ability and active students' participation. It helps to realize the main purpose of learning English at school, that is, to make intercultural communication possible.