

ҚАЗАҚСТАН РЕСПУБЛИКАСЫ БІЛІМ ЖӘНЕ ҒЫЛЫМ МИНИСТРЛІГІ

Л.Н. ГУМИЛЕВ АТЫНДАҒЫ ЕУРАЗИЯ ҰЛТТЫҚ УНИВЕРСИТЕТІ  
ХАЛЫҚАРАЛЫҚ ҚАТЫНАСТАР ФАКУЛЬТЕТІ

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Жинақта білім беру ісінің өзекті мәселелері, осы заманғы озық технологияларды меңгеру мен оны оқыту ісінде қолданудың тиімді әдістері, кредиттік оқыту жүйесінің теориясы мен әдістемелік негіздері, педагогикалық қызметтің теориясы мен практикасы, халықаралық білім беру технологияларын тиімді пайдаланудың әдіс-тәсілдері кең көлемде қамтылған.

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## QR CODES AND GAMES IN TEACHING ENGLISH

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The contemporary society puts before education the task of preparing an active and responsible graduate who, as a result, will be able to transform the life of his country in all its spheres. For most people who actively use their smartphone not only for calls, they know what the QR code on the phone is. After all, it is quite difficult to write links manually during mobile surfing. Having good cameras would seem to solve the input problem. But, unfortunately, the processing power is not always enough for confident text recognition.

The rapid spread of mobile Internet and portable devices has opened up a large number of opportunities to the world. At this stage, such an educational trend as Mobile Learning is actively developing. Practice has shown that mobile devices and apps are easily integrated into the learning process and make it more effective [2]. There is no doubt that the student of the XXI century is progressive and has access to any information from world sources through their gadgets [3]. Currently, any smartphone or tablet can easily recognize and decipher information from the QR code. To do this, you need to bring the camera of a mobile device with the QR code recognition program installed to the image of the code. Program it will perform decryption, and then offer to perform a specific action provided by the code content.

The most common data formats are:

- web addresses: reading the code directs the user to the desired Internet resource, eliminating the need to enter many characters in the browser's address bar;
- contact information: you can scan the code and save the contact information in the address book of your phone or computer;
- email address: the QR code may contain the email address and name of the recipient;
- text that can serve as an informational reference on a specific topic.

In one form or another, students work with information on a daily basis. They search, process, accumulate, transmit information, transfer it from one form to another, and so on. The use of services for various types of information processing, firstly, can help teachers, both in regular and extracurricular activities; secondly, it will attract the attention of schoolchildren and students, to their greater interest in comparison with traditional forms of education and training. This will increase their

motivation. Let's consider the possibility of using the QR-code system in the educational process as a means of increasing students' motivation [4]:

1. QR codes can contain links to multimedia sources and resources that help you solve a specific educational task. After printing out the codes, you can paste them into students' workbooks and notebooks.

2. When organizing project activities, you can use QR codes to present collections of links, information blocks, comments, and then publish them on project support pages and posters.

3. QR codes containing links to Internet resources can be placed on the information stands of classrooms and laboratories as a video or multimedia commentary to the educational material. This will significantly enrich the information saturation of the audience stands.

4. Control and test material for training sessions, made in the form of cards with various options for tasks, can be presented in the form of QR codes.

5. During training sessions, you can conduct online surveys of students using mobile devices, without using voting systems, using the network service Mentimeter [5;9].

6. One of the ways to individualize learning can be the issuance of homework encrypted in QR codes—this will reduce the likelihood of cheating and increase the interest of students.

7. You can attract students' interest and attention during various games and events, including extracurricular activities, when at one of the stages the task will be offered in the form of a QR code, after reading which you can complete the task.

8. QR codes can be placed on paper and electronic business cards, badges of participants of various events, conferences, meetings.

In the modern world, almost everyone has cell phones (students, teachers, parents, etc.), which makes it possible to widely use the capabilities of these technologies in practice. Since QR codes have not been licensed, everyone can not only use them, but also create them completely free of charge. There are many services and programs available for creating and promoting QR codes.

Most of them have the ability to save the code image in various image formats (for example, jpeg, png, tiff), print it out, directly embed the code in a published document, send it by email, or publish it on the Internet.

There are many services for generating QR codes. Here are some of them [2;6]:

- QR coder service (<http://www.qrcoder.ru>);
- QR code Generator service (<http://zxing.appspot.com/generator>);
- online constructor for creating mobile solutions based on QR codes Creambee (<http://creambee.ru/qr-code-generator>);
- QRMania service (<http://www.colorqr.com>);
- ColorQRcode service (<http://www.colorqr.com>);
- visualead interactive service (<http://www.visualead.com/qr-codegenerator>).

The possibilities of using QR codes are endless. But, like all technologies, QR codes are likely to be replaced in the future by other equally fun and interesting

"quirks". However, they are now popular, so you need to take advantage of their popularity in your educational activities.

- Promotional material. Bookmarks, business cards, flyers, and posters are just a few places where you can place QR codes. To use images of various codes on the Internet, drawing on business cards, t-shirts, advertising signs, posters and more. These codes can link to your site, project, community, event plan calendar, electronic databases, or other important resources. Presentation materials. QR codes can be placed on business cards (paper or electronic), on badges of participants of various events, conferences, meetings, etc.

- Excursion. When working out tourist trails and sightseeing routes as a source of information for visitors. To help you get comfortable in the room and navigate the location of its objects, you can specify QR codes with explanations on the map diagram of the room or place QR codes in various places directly in the room. You can use photos with QR codes to link to web pages that indicate the location of objects, inform about the work schedule, and so on.

- \* Connection book. Use QR codes on book covers to provide access to book annotations, reference materials about the author, or additional information about the book. To do this, you can use color coding of QR codes. For example, a blue QR code can be used for a link to find similar books on the web pages of a website, blog, or to search through a catalog. Similarly, you can make QR codes as an addition to separate sections of the textbook paragraphs.

- \* Online reading. QR codes can be used to link to online content, provide access to an electronic library, and enable online reading of e-books or magazines. For example, create a handout with links to poems and stories dedicated to certain holidays

- QR-quest. You can use QR codes in training by organizing a quest game-QR Treasure Hunt. Students can become detectives or take on other roles. In the search for an exhibit ("treasures») they use QR codes placed in the real world or on virtual maps to collect evidence and investigate. Along the way, they solve a mystery or solve tasks.

- \* Worksheets, tasks. If we practice various quizzes and thematic contests, QR codes can be placed on any type of paper or handout. Use the links to provide students with video or audio of the contest questions. Sheets with QR codes can also provide links to pages with interactive tasks or online quizzes.

- \* Questions and answers. Students can answer questions and create their own questions and answers. Preparing questions for your peers is a great way to understand what you've learned. Create a QR code that contains links to the document containing the answers.

- Annotation. Encourage students to include QR codes in their presentations, exhibition, or poster that provide links to their main research work. published on the Internet.

- Information board. Put cover images of books of scientific and popular literature on the Bulletin Board. QR codes can be sent to the site's pages with lists of books related to the same popular science topic, which are regularly updated. When

organizing project activities, you can create collections of links, information blocks, comments, etc. QR codes can be published on the pages of project support sites, posters, etc.

- Maps. QR codes can be easily placed on maps, such as the world map. QR codes can contain travel information or brief information about the culture and history of individual places, links to articles about this object or territory. Different color codes can represent different eras in history.

- \* Media stories. It can be used effectively during various relay races, games, and events, when a task will be offered in the form of a QR code at one of the stages (in any subject or at an extracurricular event). After reading it, you can complete the task.

- Adventure

- \* QR Treasure Hunt Generator automatically creates a QR quiz from the suggested questions. The printed QR codes can then be distributed throughout the classroom or the entire school yard. Students may improve not only their knowledge, but also their physical training.

- \* A quest with QR codes can combine the use of technology in the classroom with physical activity

- Excursions

- By the same principle, you can easily organize a tour of the school. You need to place a printed QR code with a link to a video, audio, or a whole photo album at each office or nook. Many museums have long used this technique, thereby expanding the exhibition not only with explanations, but also with additional materials such as a mini-movie or even a game based on the exhibition. All this is not to mention the fact that the QR code is a great navigation tool that many universities use, for example, to navigate in libraries.

- \* QR code is an opportunity to nail the online version of a dictionary or textbook directly to the library shelf

- \* Interactive story

- \* QR codes can store small texts that can be read without an Internet connection. For creative activities, this provides considerable opportunities. Example of a game: you need to come up with a story consisting of several parts — at the end of each, as in a computer game, there will be several options for continuing. You can create an interactive version of the fairy tale about little red riding hood: the first QR code reads the beginning, and you can choose the continuation yourself ("Scan the code at number 2 so that the heroine goes directly through the forest, or at number 3 so that she goes around on a safe road"). The only problem is that when encoding text, icons come out larger and more complex, and this can make the game cumbersome to perform.

There are many ways to use QR codes in the educational process: from conducting games to creating a resume. The easiest way is to print out and place QR codes on information sheets or posters to get more information about planned events, Olympiads, competitions, educational sites, and so on. One of the most popular

gaming techniques using QR technologies is the game "treasure Hunting" ("Treasure Hunting)

1. The game " treasure Hunting "("Treasure Hunting or Scavenger Hunts"). "In search of treasures" is a game where participants must use QR codes located in different remote locations to translate instructions for further actions encrypted in them from English to Russian in a limited amount of time. The team that reaches the final goal first and correctly answers the question encrypted in the QR code wins. To start the game, you need to create instructions, such as Go three steps forward, then turn right. / Look inside the top drawer / Open the red box / Take the key out of the red box / Turn left and go five steps / Open the box with the key and so on. These instructions are printed on a printer and placed in the right places in the school. Then the children have a "Treasure hunt". They read instructions with smartphones and perform actions. You can also print and place QR codes with encrypted tasks in the classroom or school yard (if the weather allows) , or distribute tasks on a handout; divide the class into groups of 3-5 people and give each group a QR code that must be scanned, read the instructions, find the answer and tell it to the person specified in the text. If the answer is correct, the group receives a second note with a QR code, and so on. The winner is the student or group that is the first to answer all the questions or complete more tasks in a limited time.

Another variation of this game is the use of QR codes pasted on paper in different colors. Each team is given a different color, and at each stage, the team takes a task card that matches their color.

You can invite students to develop the game "in search of treasures" by encrypting tasks in the form of QR codes and creating a route for the group's progress. In the next lesson, groups exchange tasks, complete them, and share their opinions.

2. Virtual exhibition with QR codes. In addition to the above, you can arrange a virtual exhibition on any topic in the classroom. To do this, you can take the corresponding images on the Internet (for example, electronic copies of paintings from museums), encrypt links to them in the form of codes, print the codes and hang them on the walls with signatures. Children can get acquainted with the exhibits in their free time during recess.

3."QR-crossword" the Next type of tasks is to solve the classic crossword puzzle tasks that are encrypted in QR codes. Each pair or three receives a sheet with 15 QR codes and a sheet for recording responses. The task completion time is limited. Questions in the crossword puzzle for this task can be on the topics covered.

4. the Game "country Studies and attractions/ QR Codes and Country Study-Sightseeing." the Board displays images of attractions in English-speaking countries. The guys give the names of attractions. And in order to make sure that the answer is correct, they can scan the QR code displayed on the Board.

5. Game " country Studies in QR codes./ Codes and Country Study. Flags." this task is good to give after studying some topic related to country studies. There are a huge number of English-speaking countries in the world where English can be the 1st, 2nd or 3rd official language. Flags of English-speaking countries are printed and spread out on the table. A QR code is attached to the back of each flag. Students write



the name of the country and its capital in the answer sheet. 1 point is awarded for each correct answer. If the country and capital are spelled correctly 2 points. At the end of the task, students have the opportunity to find out the correct answer by scanning the QR code.

6. Game "Crocodile". The meaning of the game "Crocodile with QR codes" is to fix the lexical material in a game form using pantomime. The class is divided into 2 teams at random. On the table, different lexical units of different topics studied in previous classes are encrypted in QR codes, for example: sports, food, animals, etc. Children take turns going to the table and scanning the code. The encrypted word appears on the phone's display. The student must use pantomime to represent this lexical unit. The team that first guesses-gets a point. The team with the highest number of points wins.[7;8]

Of course, if you judge sensibly, QR codes are just a mini-milestone in technology, and after a while they will be no less ridiculous than floppy disks. But while this small pattern in the corner of the printout or site can save time and paper, save you from reprinting long links, or at least diversify your routine, it is relevant.

The optimal model for using new technologies in the current education system is a skillful combination of communication with the teacher, communication and digital technologies. This is by no means ignoring or replacing the teacher. The goal is to create conditions in which students can effectively apply existing technologies to form their own knowledge.

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