

One of the effective teaching methods can be called the use of Power Point presentations by the teacher, since visual information is absorbed better. The teacher can insert a picture on the slide next to the new word so that students have an associative array. Also, it's possible to check how well the new material has been learned.

For a better perception of foreign speech, the teacher can use such a growing popularity portal as YouTube, which is not limited only to its entertainment function. On this portal one can find a huge number of educational channels designed for learning English.

Teaching students with the help of the latest information technologies increases motivation for learning, contributes to the development of their cognitive activity, significantly increases interest in learning and the level of creative self-realization, and also provides for good results in the development of communication skills in comparison with the traditional method.

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SYMBOLIC MODELING IN TEACHING ENGLISH FOR SPECIAL PURPOSES

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English for special purposes (ESP) assumes an orientation toward the learner and a profile learning process. Almost every professional activity nowadays involves the use of computer programming tools, mathematical methods, computer simulation and visualization. Symbolic modeling can be applied to implement teaching English for special purposes of developing computer and subject-based competencies. The universality of current symbol modeling in CAS «Mathematica».

CAS «Mathematica» is simple to learn and makes it possible to visualize the results of language data processing in the form of a broad set of multimedia models (graphics, sound, animation, interactivity, etc.). Teaching lexical aspect of speech activity can be

effectively implemented through the Word Clouds interactive model. The model may serve as a tool for composing exercises focused on the development of receptive and productive lexico-grammatical skills; dialogue composition on the basis of proposed lexemes, as an example. Both the acquisition of topical vocabulary and control of the receptive vocabulary formation level can be accessed through the use of the Wordfinder Puzzle and Play Hangman interactive models. These models operating as a puzzle game may act as a means of stimulating and motivating students to study the foreign language. In the course of task completion, students not only master the required lexical material, but also improve their self-learning skills and attention span.

The Word Webs interactive model may be used in order to represent word families. It makes it possible to illustrate the phenomenon of polysemy of English affixes as well as the derivational capacity of the chosen lexical material. Another way to represent affixes in all their diversity is to demonstrate them within a sequence of words containing a common element with the help of the Common Subsequences of Words model. When accomplishing model-based assignments, students not only acquire knowledge of the core principles of affixation in a foreign language, but also expand their active vocabulary. An illustration of the word wrap rules may be provided with the help of the Un Divisor Silábico (Spanish) demonstration model. Students may also be encouraged to present the chosen words in context or supplement the correct pattern with a wrong one. Besides the obvious educational benefits, the given task simplifies the process of phonetic skills improving by appealing to the principles of syllabification and even contributes to realizing the significance of the article as a part of speech. The Nonsense Sentence Generator multimedia model may be used as a tool of demonstration of the structural differences of various syntactic units typical of analytic languages. Learners may also be offered to focus on one of the communicative, e.g. interrogative or imperative, or structural, e.g. simple one-membered or compound, types of sentences or to complement their projects with schematic models of the sentences created. With the example of the Letter Highlighting in Text demonstration model, it is possible to illustrate the connection between orthography and phonetics of the English language: the task may consist in creation of a model in which the phonetic principle of orthography is highlighted along with a less obvious for a non-native speaker type of spelling, explained mostly by historical tradition.

Symbol modeling can be successfully used in the context of teaching English for special purposes. Computer algebra systems make it possible to effectively solve the problems of motivation for English learning for specialists of different areas and significantly increase the level of its acquisition.