In the course of study of professional foreign language the game being a kind of simulation of different models. For instance certain models for "business partners communication" imitate professional communication, where the game participants develop and improve professionally oriented their oral speech competences. So role play according to the E.I. Pasov's theory has great learning opportunities.

A distinguishing feature of a business role-playing or simulation game is in its imitation model. From the psychological point of view the simulation model can be considered as a pattern of reproductive oral speech activity. D.B. Elkonin [2, c. 65], the creator of this theory, distinguishes the game as a simulator of professional activity with its hidden mechanisms, that determine the "laws" of its functioning and development. Business game is characterized by the following common features:

- typical specific situations of business games with the problem/s to solve and decision to make;
- lack of complete information, decision-making in conditions of uncertainty;
- presence of conflict and hidden reserves;
- dynamism of management process;
- presence of participents playing the roles of officials, expert and organizers who prepare materials for the business game, issuing information and guiding the course of the game;
- game rules and orders.

Games can be associated as the interaction of teacher and group of students and create the atmosphere necessary for successful communication in foreign language. Thus game technologies as well as project-based methods, computer-, video-games and different role playing games are necessary for activating professional foreign-language speech, based on a combination of individual and group work. [3, p. 331]

So, one of the effective ways of forming communicative competence through activation of training are role-play and IT-based technologies, which allow to include the process of teaching FL directly into the model of future students' professional activity.

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COMPUTER TECHNOLOGY IN ESL: EDMODO.COM NETWORK

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Teaching students to be literate is a high priority, frankly speaking, it is one of the main teachers` priorities, but also it is one of the greatest challenges. World environment and society are changing along with the classroom society. Students need more opportunities to develop listening, writing, speaking, and reading skills in English. Technology, especially, computers can play an important role in providing EL students with necessary language

experiences. Computer technologies in general and computer, in particular, can be used at every stage of EL classes.

This report focuses on how computer-assisted assignments can be a supplemental tool for teaching EL students. Precisely speaking it deals with such modern and popular tool in teaching EL as an educational platform and networked learning in general. According to Dirckinck-Holmfeld. Jones and Lindström "Networked learning is a process of maintaining and developing connections with people and information, and communicating in such a way so as to support one another's learning. The main idea in this definition is connections. It takes a relational stance in which learning takes place both in relation to others and in relation to learning resources" [1].

The question of networked learning is extremely acute today because not all methodologists consider its advantages and benefits for EL teaching. But there are some who thinks it rather useful and, moreover, important in the frames of the Internet growing popularity and informatization and globalization of society. In 1991, J. Lave and E. Wenger published "Situated Learning: Legitimate Peripheral Participation", where they cited numerous examples of networked learning within a wide range of settings for informal learning and within communities of practice [2]. After that, the process of network learning starts to develop rapidly and up to now there are a lot of possibilities to teach, study, and even graduate online.

Edmodo is a social learning network offering a communication, collaboration, and coaching platform to K-12 schools and teachers, but it can be used as well as a teaching tool in Kazakhstani schools too. This network enables teachers to share content, distribute tests, quizzes, different types of assignments, and manage communication with colleagues, students, and even their parents. Edmodo is absolutely teacher-centered platform. Students and parents can only join Edmodo if invited to do so by a teacher.

Edmodo has a great number of advantages. One of the most important things that it is available in the variety of languages such as English, Croatian, Spanish, Portuguese, German, Greek, French, Italian, Turkish, Dutch, Chinese, Swedish. Unfortunately, there are no Kazakh and Russian languages, but it is just a question of time. It was found by Nic Borg, Jeff O`Hara, Crystal Hutter in the 1st of September 2008 in San Mateo, California. The number of users is 87.4 million.

Among other advantages, we can name several more. Edmodo allows students and teachers to post real-time, group-wide status updates. This is strength because it keeps the class actively engaged across multiple mediums (web, and face to face contact). Similar to other social media platforms, Edmodo allows students to engage with other users that they may not normally contact. For example, it is quite easy to organize pal friends with students from English speaking countries or real-time class conference. This encourages the social development of students and motivates them to continue studying EL. Speaking about openness and accessibility it should be added that teachers and students can build a community inside and outside the classroom. Students can take more pride and ownership of their works since it is going to be seen and reviewed by their classmates (however, there is the option of making student work private as well).

Edmodo allows students to post photos to their profiles, to create more diverse profiles with special backgrounds, and "about me" sections. Young students like to be creative and share their interests with others. This encourages personal expression. That is rather a controversial advantage but still, for some students, the possibility of self-expression is one of the motivation aspects.

Edmodo has a "parent login function" that allows students` parents to monitor students` works and grades without actively participating in classroom discussion.

Edmodo allows teachers to share assignments with other teachers outside their network. It helps to create more interesting lessons and collaborations with other teachers and tutors. Edmodo is online, which always gets students excited.

Taking into account disadvantages it should be noted an option: there is no opportunity to download or import ready tests and quizzes, they are to type individually.

Summing up, the Edmodo network learning platform has a lot of upsides. According to the user rating published on trustradius.com, it has 8.5 scores out of 10. There are a lot of positive comments such as: "Perfect software for teachers and students. Create your own school!"; "It will make your work easier."; "Great e-learning program ever!" and other similar opinions.

As for the implementation of the learning network into the educational process of NKSU in the following specialties: 5B011900 "Foreign Languages: two foreign languages" and 5B020700 "Translation Studies" it has been used since 2013. The best thing about it is that students can submit tests everywhere they want. The strict shortage of time does not allow them to cheat or to discuss assignments. In other words, the learning network is an extremely convenient, motivating, interesting and time-consuming tool.

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COACHING TECHNOLOGY AS A MEANS OF CRITICAL THINKING DEVELOPMENT

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At present time, the updated curriculum is a new educational stagein Kazakhstan. In the age of modern technologies where information can be disseminated quickly, the main aim of the updated educational system is to teach the future generation to apply their knowledge for inducing and investigating new areas. In other words, the priority of the updated educational system is to create the producers of knowledge rather than simply consumers of knowledge.

As professor, Salyma Sagyevna Kunanbayeva highlighted, that it is important to elaborate innovative analytical mindset and creativity of every participant of the educational process. Knowledge transfer must be eliminated from the educational process. Independent search and knowledge obtaining is the crucial requirement for the modern learning process [1, p.9].

Moreover, she stated, that innovative methods and technologies must be considered as an operative means for the realization of the main aim of the new stage of the educational system. As Salyma Sagyevna found out, traditional learning technologies, excluding developing, self-educational and creative forms of learning, do not correspond to the contemporary demands of the state educational system [1, p.9].

Indeed, there is a profound necessity to apply such technologies, which will provide the development of creativity, self-educational of learning process participants.