



## THE USE OF WEBSITES IN THE ENGLISH CLASSROOM TO ENHANCE COLLABORATIVE LEARNING

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**Abstract.** The integration of digital technologies into education has significantly transformed teaching and learning practices in recent years. In English language classrooms, educational websites have become valuable tools for promoting collaborative learning, increasing student engagement, and enhancing language acquisition. This paper examines the role of websites in fostering collaborative learning in English language teaching, with particular emphasis on the Baamboozle platform. Unlike many educational applications that require individual devices for each learner, Baamboozle enables group participation through a shared classroom screen, making it suitable for schools with limited technological resources.

**Key words:** programs, “bamboozle”, soft skills, learning styles, social skills: competitiveness, problem solving, communicative skills, leadership.

**Introduction.** In the twenty-first century, the rapid advancement of information and communication technologies has transformed educational practices across the world. The integration of digital tools into language education has created new opportunities for improving student engagement, communication, and collaborative learning. In particular, English language teaching has benefited considerably from the emergence of educational websites and online platforms that encourage active participation and interaction among learners. Collaborative learning, which emphasizes cooperation, shared responsibility, and peer-to-peer communication, has become an essential component of modern English language instruction. Through collaborative activities, students not only develop linguistic competence but also acquire valuable social and interpersonal skills necessary for academic and professional success.

A variety of web-based platforms have been developed to support collaborative learning in English classrooms. Applications such as Kahoot and Quizizz enable teachers to create interactive quizzes and learning activities that enhance student motivation and classroom participation. However, the effective use of these platforms often requires each learner to possess a personal digital device. In many schools, the use of mobile phones during lessons is restricted by institutional regulations, while providing every student with a personal computer may not be economically feasible. Consequently, educators are increasingly



seeking alternative digital solutions that can promote collaboration without placing significant technological demands on students.

One such solution is the Baamboozle platform, which offers a practical and accessible approach to collaborative learning. Unlike many other educational applications, Baamboozle allows students to participate in team-based activities using a single classroom device and projector. This feature makes it particularly suitable for educational environments where access to individual devices is limited. The platform enables teachers to design interactive games, vocabulary exercises, grammar challenges, speaking tasks, and discussion-based activities that encourage students to work together toward common learning objectives.

The implementation of Baamboozle in English language classrooms provides numerous pedagogical benefits. Through team-based competition and collaborative problem-solving, students are encouraged to communicate in English, negotiate meaning, exchange ideas, and support one another throughout the learning process. Such activities contribute not only to the development of language proficiency but also to the enhancement of critical thinking, teamwork, leadership, and communication skills. Furthermore, the game-based nature of the platform increases learner motivation and creates a positive classroom atmosphere that reduces anxiety and promotes active participation.

Nevertheless, despite its considerable advantages, this approach also presents certain challenges. Some learners may become overly focused on the competitive aspects of the activities and pay less attention to theoretical knowledge and language accuracy. In addition, excessive reliance on game-based learning may reduce students' willingness to engage in independent study outside the classroom. Therefore, teachers must carefully plan and structure activities to ensure that educational objectives remain the primary focus of instruction. Effective implementation requires a balanced integration of technology, pedagogy, and classroom management strategies.

**Conclusion.** The integration of educational websites into English language teaching represents a significant step toward creating more interactive, student-centered, and collaborative learning environments. Among the available digital tools, Baamboozle offers a particularly effective solution for promoting collaboration in classrooms where access to personal devices is limited. By encouraging teamwork, communication, and active participation, the platform supports both language acquisition and the development of essential twenty-first-century skills. Although certain limitations and challenges exist, these can be minimized through thoughtful instructional design and responsible pedagogical practice. Therefore, the use of educational websites such as Baamboozle can play a valuable role in enhancing collaborative learning and improving the overall effectiveness of English language instruction.



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