



XORIJIY TILLARNI O'QITISHDA INNOVATSION YONDASHUVLAR NAZARIYANING AMALIYOTGA TATBIQI

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DIFFERENT GAME METHODS IN TEACHING ENGLISH AS A SECOND LANGUAGE SETTING

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Abstract. *This article explores a variety of game-based learning methods in English language teaching (ELT). Games are one of the most crucial parts of children's physical, mental and moral education as they enhance engagement, language retention and motivation. Game methods are divided into six main categories. They create an interactive learning environment that improves students' problem-solving, communication and creativity skills.*

Keywords: *game-based learning, English language teaching (ELT), vocabulary games, grammar games, communication games, digital learning, ESL games.*

Introduction. Teaching English as a second language (ESL) can be difficult, especially when keeping students motivated and engaged. Game-based learning is one of the most effective ways to integrate educational games into language instruction.¹ It not only makes learning fun and enjoyable but also helps students excel in grammar, vocabulary and communication interactively. This article examines different game-based methods in teaching English. Moreover, it highlights their benefits and provides practical classroom applications.

There are some key benefits of incorporating games in language teaching:

Increased motivation- First, games help overcome stress, anxiety while inspiring students to participate actively. As a result, it can create a fun environment.

Better retention- When students engage in activities, they tend to improve their memory retention. In addition, it promotes the long-lasting recall of vocabulary, grammar structures and expressions.

Interactive learning- Games encourage pupils to participate with one another, thereby improving their listening and speaking skills.

Development of critical thinking- By playing problem-solving games, children can develop their decision-making and critical thinking skills.

¹ Prensky, M. (2001). *Digital Game-Based Learning*. McGraw-Hill.



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Personalized learning- Various game types can be adapted to accommodate different skill levels and learning preferences.²

Types of game-based methods in teaching English - Game- based learning in English can be categorized into different methods, each targeting specific language skills to help students learn more effectively. The main types include:

1. Vocabulary games- these games focus on to boost students' word knowledge, learn understand their meaning and how to apply them into daily life though activities. For instance:

Hangman- Students guess letters to form a word. As a consequence, they will improve their spelling and word recognition.³

Word association- at first, the teacher says a word, and then each student must respond with a related word. It significantly affect to their vocabulary expansion.

Pictionary- it began with draw a word while other suppose this. At the end, their found their spelling mistakes and learned from them to reinforce that.

2. Grammar games- These games help students learn sentence structure, verb tenses and words meanings. There are a lot of types of grammar games:

Error correction game- Students pass a ball until the music stops. The student holding the ball at the end is given incorrect sentence by the teacher and must identify the mistake and correct it.

Castle game- In this game students need balloons and disposable cups. Two students should come to whiteboard while teacher plays music and they begin to inflate balloons to build a castle. If a student doesn't finish first, he or she must create a sentences using all tenses. This activity encourages quick thinking and clarity learn in using verb tenses.

3. Speaking and communication games- These games help student develop to speak fluently and confidently.

Role- playing- Students act out a story or real-life scenarios. By imitating different tones and performing in front of others, they overcome their fear of public speaking and improve their pronunciation.

Story chain- This activity promotes fluency and creativity. At first, one student starts a story, and each subsequent student adds a new sentence.

² Pane, J. F., Steiner, E. D., Baird, M. D., & Hamilton, L. S. (2017). *Informing Progress: Insights on Personalized Learning Implementation and Effects*. RAND Corporation.

³ Wright, A., Betteridge, D., & Buckby, M. (2006). *Games for Language Learning* (3rd ed.). Cambridge University Press.



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4. Listening games- develop comprehension and pronunciation skills.

Musical Dictation- Pupils fill in missing lyrics from a song played by the teacher, which has a notable impact on enhance their writing and listening skills.

Listen and draw- One person describes an event which paint such a vivid picture of something and students must draw what they hear is one essential way to testing listening accuracy.

5. Reading and writing games- These are an important part of developing literacy skills in an engaging manner. For example:

Story Cubes- Each student rolls dice with pictures and then creates a story related to the images, thereby boosting creativity.

Letter Scavenger Hunt- In his game, specific letters are hidden around the classroom, and pupils find words that begin with those letters.

6. Digital and online games- These games make learning more interactivity and offer great opportunities for young learners.

Duolingo challenges- a game-based language-learning application that offers short lessons.

Quizlet live- A digital game that enhances vocabulary and definitions through team-based competition.

Wordwall - interactive tool that provides teachers with the opportunity to custom language- learning games.⁴

Challenges of using games in language teaching

While games are valuable, some drawbacks exist:

Some games can be time-consuming; therefore, teachers must manage time effectively.

Some students may become exhausted;

There may be issues with low internet connectively;

Not all students have smartphones.

Conclusion.

Game-based learning is an effective strategy for teaching English. It promotes motivation, engagement, and skill development. Furthermore, it allows teachers to create a dynamic and interactive learning environment by incorporating grammar, vocabulary, speaking, listening, reading, and digital skills. Despite certain challenges,

⁴ Prensky, M. (2001). Digital Game-Based Learning. McGraw-Hill.



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the advantages of using games in language teaching outweigh the drawbacks, making them a useful tool in any ESL classroom.

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