

TEACHING ENGLISH WITH THE HELP OF GAMES

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Abstract. *This article explores the growing popularity of using games in English language. It outlines several key reasons for using games in the classroom, including enhanced motivation, active learning, natural language use, collaboration, and catering to diverse learning styles.*

Key words: *games, motivate, learners, encourage, play, skills, collaboration.*

Аннотация. *В этой статье исследуется растущая популярность использования игр на английском языке. В нем излагаются несколько ключевых причин использования игр в классе, включая повышенную мотивацию, активное обучение, использование естественного языка, сотрудничество и соответствие различным стилям обучения.*

Ключевые слова: *игры, мотивация, обучающиеся, поощрение, игра, навыки, сотрудничество.*

During this time of rapid development, even languages are developing at a fast pace. The improvement in areas is taking a move forward. One of the primary needs of modern education is to teach languages by implementing new innovative ways of pedagogical methods. One such method both effective and enjoyable is teaching English through games. Games make the process more entertaining and allow students to retain more information while developing their critical thinking skills. In this article, we will see why games are a powerful tool in language instruction and provide each teacher with some practical tips for integration into English lessons. Why we use games in English teaching. There are some reasons:

1. **Increased Motivation:** Games bring an element of fun into the classroom, making students more motivated to participate. They create a low-stress environment where students feel less intimidated about committing mistakes, especially in learning a new language. Some of the students are shy and afraid to reply to the answers, but during playing games, they forget about their fear.

2. **Active Learning:** When students play games, they are actively involved with the subject matter. Students have to think, respond, and adjust in split seconds, and thus they get a chance to employ their language skills in real life. Passive students often become very active during the games.

3. **Natural Language Use:** Numerous games encourage naturalistic communication. The games involve instances of real-life situations where they need

to use language appropriately. Whether it involves role-playing, discussion, or problem-solving, children learn English in real situations; this builds fluency and confidence in using the language outside the classroom. Consequently, they will make dialogues, apply different speech phrases, which keenly develops the improvement of knowledge.

4. Teamwork and Collaboration: The essence of many games involves group work, so thereby lays a platform for development regarding teamwork and collaboration. These are vital skills in any language class, as they allow the students to learn from each other, correct their mistakes, and get used to one another. Working in groups intelligent students assist their friends who has some difficulty with the subject.

5. Various ways of learning: Students learn in different multiple ways, and games appeal to different learning styles. Games give immense joy to visual learners, kinesthetic learners, and auditory learners since most the time they incorporate many senses and types of interaction.

There are several types of Games for teaching English. They are:

1. Vocabulary Games:

Charades: The students act out vocabulary while their classmates try to guess the words. It is very good to solidify newly learned vocabulary in a funny and interactive manner. It helps students to remember and use new vocabulary in speech.

Pictionary: Students draw the picture of the words instead of acting out like in charades. This is really helpful for the visual learners and helps students learn how to associate words with images.

2. Grammar Games:

Sentence Scramble: Give students scrambled words and ask them to form correct sentences. This reinforces grammar structures as well as the word order. With the help of this game, the students will improve their grammar, which is very important during language learning.

Bingo with a Twist: The caller calls out verbs in different tenses, and the students mark the correct verb form on their bingo cards. This reinforces verb conjugation in a playful manner.

3. Speaking and Listening Games:

Role-Playing: Assign the students specified roles and have them discuss or react in regard to a situation, like ordering lunch in a restaurant or going for a job interview. This fills the requirement for spontaneous speaking and develops not only

their vocabulary but also conversational fluency. Playing their part, they use easily learned vocabulary and speech patterns automatically.

Simon Says: This is a classic game that can be adapted to language learning, whereby the teacher issues commands with particular emphasis in English. It is great because it keeps the activity really light and fun while improving their listening skills. They will have to comply with whatever the teacher has uttered and, therefore, be sure to understand what he says.

4. Interactive online games:

Kahoot! : This is an online game platform which allows a teacher to make quizzes and games for the students. It is great for testing grammar, vocabulary, and comprehension in a highly appealing format. Students play this game at the lesson with huge pleasure. At the end of each theme, the teacher prepares questions that give the opportunity to check the students' knowledge but in the form of games. It also provokes students to learn more for winning the game.

Wordwall: These are interactive word-based games that teachers can create, such as word searches, matching games, and crosswords. Students can fill them out individually or in groups. Puzzles like this are fun areas that a student enjoys.

In order for these games to effectively be used in the classroom, here are some tips: 1. **Align Games with Learning Objectives:** Games should not be used for mere fun; they need to align with the lesson's learning objectives. Before you introduce a game, make clear what language skills your students shall practice, whether it is vocabulary, grammar, speaking, or listening. That is, when games improve some language skills.

2. **Keep it inclusive:** Make sure the games are inclusive and accommodate all levels of learners. Some students might need extra support; give clear instructions and adjust the degree of elaboration in games according to the needs of all participants.

3. **Set time limits:** As much as the games are a great means of learning, they should not overshadow the entire lesson. Therefore, set a time limit for the games in order for other vital teaching to take place.

4. **Give feedback:** After the game takes place, take some time to give your feedback. Emphasize what has gone right and give corrections where needed. This makes the learning objectives reinforces and the student understands where he has succeeded or failed.

5. **Competitive and Non-Competitive Games:** Where competition might motivate certain types of students, it may cause anxiety for others PIXEL. Therefore, balance the dynamic in your classroom by sometimes playing competitively and at

other times engaging your students in cooperative team-based activities. Using games is an interesting and effective methodology that enhances active learning skills, motivates students, and provides students with an opportunity to learn the language in a positive and stress-free environment. Games indeed involve many types of activities, such as vocabulary challenges and role-playing, in a manner that caters to different learning styles and perhaps elicits a deeper engagement with the material. Not only do games make learning fun, but they also afford students much-needed practice and refinement of their English in a more natural and hence more memorable way. Students always enjoy playing various games. Games can be an indispensable tool in any English language classroom.

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