

USAGE OF GAME TEACHING IN LANGUAGE TEACHING

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ABSTRACT

In recent years, there has been a significant increase in the focus on learning and teaching foreign languages. This requires making foreign language lessons, especially English, interesting, that is, using a variety of innovative methods, techniques, and engaging, interactive games. The use of such games in the classroom increases the student's interest in learning science. This article describes how to learn Russian and English through games

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Due to the importance of learning foreign languages today, languages are taught not only in higher education institutions, schools, but also in preschools. Involving students in a lesson can be a daunting task if the lessons are not taught in a way that is fun and engaging [1-4]. If the lessons are conducted in a fun and traditional way, it not only ensures the quality of the lesson, but also prevents boredom and attracts passive students to the lesson.

There are a number of fun games in the process of teaching English and Russian. It should be noted that language teaching of children should be based on games in which all students participate equally and learn something new from the lesson (for example, new dictionaries can be memorized, if this process is repeated every day, the student dictionary richness rises to a higher level). It is inappropriate for students to start a lesson with grammatical concepts, especially as it can quickly bore younger students. As a result, interest in the subject may wane [5-9]. It is even necessary to start the greeting process with them in an unconventional way, for example, starting the lesson with an English greeting song (usually a motivational method for primary school students) is an effective way. This way, students will not lose focus on one task during the lesson. They even look forward to English lessons. Of course, all this must be organized by the teacher, and it is the responsibility of the educator. Therefore, to make learning a foreign language more interesting, it is possible to cite some types of games [10-14].

Role-playing games can be used to increase the effectiveness of English and Russian language lessons. The advantage of this game is that it is based on the situation. This game is not only useful for the study of science, but also helps to develop mental abilities. In this game, topics are selected and children create dialogues. For example, a conversation between a passenger during a taxi stop, or a conversation in a clothing store - all of which are spoken and shown in English. In this game, we can use the tactic of working in groups, that is, dividing students into groups and dividing them into different topics. In this case, competition also arises. It is a measure of competitiveness [15]. Encouraging a group that completes the task well will increase the motivation of the rest of the students. It is also advisable to use didactic games to make English lessons meaningful [16-19].

OBJECT - This game is designed to increase students' vocabulary. We know that the most important part of learning a foreign language is memorizing a new word. Given the character of the students, each student

memorizes a dictionary in their own way. We are convinced that memorizing new words through games is convenient for everyone and makes the process easier. In the game we mentioned above, during class, 15 items in the classroom are placed on the table, and students come and look at these items. The items will be covered and then students will be asked to write down what they saw in English for a period of time. The student who spells the most words correctly wins. In order to ensure the quality of this game, I can say that in order to attract students who are in the same situation and do not participate in the lesson, it would be appropriate to give them the task to make one sentence on the names of these objects, and this it also prevents indifference [20].

Pictionary - For most English language teachers and learners, this game is familiar, i.e. a word game with its own name and a picture drawn on it. You can use a simple board or a magnetic board to draw in this game. The class is divided into two groups, and a table is drawn on each side of the board for each team. The scores of the teams are recorded in these tables. The names of the words are written on the desk and turned upside down. Students in each group take turns choosing one of the hidden words and drawing it on the board. Whichever team hits first will be awarded points. This game also sharpens the minds of students. We can also say that the use of pictures is a tactic that quickly engages students, especially if it is created by the students themselves [21].

Taboo words game is a fun game that helps students use synonyms and their definitions. The use of synonyms makes the speech fluent and the conversation beautiful. It is especially important not to make the mistake of using words in English science, as many words with the same meaning in English are used according to the context. This game will help you to be careful in this regard. In this case, groups are formed, that is, students sit opposite each other. Each team chooses one person from their team to sit in the chair across from them. The teacher walks behind the students and holds the word on a large piece of paper. The students in the chair will not be able to see the word. There will be some time for the team member to say the word the teacher is holding [22-25].

Tennis is a game that aims to increase the speed of students. This game is similar to a chain game and takes place within the chosen theme. It should say a new word to the last letter of the word, for example, the title of the topic In the case of 'Animals', without deviating from the topic. If it starts with 'Tiger', the second participant continues with 'Rabbit'. That way, the game continues. A student who stops during the game will be disqualified for 5 minutes for not answering and will continue with the remaining students. It will be fun and exciting to play the game with the class. You can also play this game by changing the theme. At the same time, in the process of organizing the games, connecting them with different technical means also serves to increase the interest. Because in today's fast-paced world, not all young people, teenagers and adults are indifferent to modern technology. Therefore, effective results can be achieved by organizing interesting science games on computers [26-28].

In fact, grammar concepts are also taught in teaching, as reflected in teachers' lesson plans. But there are also games to make the process easier and more fun. For example, parts of speech. They need to be able to study word groups well and distinguish them from each other. Students may be asked to write only words related to the noun phrase while listening to a song with music in English, and then the student may be given another phrase. This reinforces the theme, which can be applied to other topics as well. It can also be organized

as a cultural holiday for students. When we use games, we can change them to make it easier or more difficult, depending on the knowledge and age of the children. The purpose of these games is to strengthen students' memory, increase their mental capacity, speed, intelligence, easy memorization of new words and, most importantly, to organize the lesson meaningfully. Although today the educational process is carried out mainly in the traditional way, the organization of continuous learning of foreign languages at all stages of the education system, as well as the training of teachers and the provision of modern teaching materials, requires further refinement. By introducing advanced methods of teaching with modern pedagogical and information-communication methods, it is desirable for the younger generation to become experts in these languages and, on this basis, to be able to speak them fluently. After all, everything is for the great future of our youth, for the prosperity of our country.

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