

Abstract

The aim of this article is giving all advantages of using games in learning language and their effect teaching process, to give useful and important information about advantages of games.

Key words: games, pupils, innovative technologies, grammar rules, pronunciation, vocabulary.

At different periods of time teaching a foreign language caused a lot of problems concerning the methods and ways of teaching English in particular. There appeared methods of teaching bearing various names and having numerous aims and purposes. There were traditional methods used for many years and they were quite appropriate for those times. About 20-25 years ago there appeared modern and contemporary methods of teaching English which have changed almost completely both the methods and methodology of teaching English. Having mastered English, people can communicate with other people, especially with foreign people easily, and it can reduce misunderstanding in communication. Teaching school students English is not so simple because English is not their native language, and it is a new thing for them. Interest of students to studying English is as a key which simplifies their development of English. The teacher has to have good and interesting equipment to teach English in order to make young pupils interested and motivated to learn English.

There are many ways to introduce English for school students. One of them is by means of games. As all of us know that children like to play so by means of games as a teaching method students can be more interested in learning English. Games can be used not only for an entertainment, but also for motivation of students to master English easily and quickly. Training at practice is a good way to make them easily understand about English because with doing amusing actions, they will find it easy to remember and to learn material which is taught by the teacher. Games and fun activities are a vital part of teaching English as a foreign language. Whether you're teaching adults or children, games will liven up your lesson and ensure that your students will leave the classroom wanting more. Games can be used to warm up the class before your lesson begins, during the lesson to give students a break when you're tackling a tough subject, or at the end of class when you have a few minutes left to kill. Teaching English is a hard work. When we speak about teaching English it is difficult work for teachers and students. Interest in studying English steadily grows in recent years. For the correct teaching of grammar it is necessary representing special skills. To help children to study and develop skills of conversation becomes more important, than just to learn language. Nevertheless, the teaching process shouldn't be difficult or painful. Teachers can teach English grammar in an amusing way. There was a movement from traditional methods of teaching English grammar by writing, copying and worksheets to more active approach – teaching grammar by means of games. Researchers also began to study it as these new methods work.

Harmer J. and Essen Metin continue explaining that teaching grammar using games helps children not only to gain knowledge, but also to be able to apply and use this knowledge. They say: "Games and problem-solving activities, which are task-based and have a purpose beyond the production of correct speech, are the examples of the most preferable communicative activities. Games help and to encourage many pupils to maintain their interest and work. Games in language class help pupils to see how studying of English is pleasant and useful. Playing games in class develops ability to communicate in cooperation without being aggressive and to be "a good loser". Games also

¹Солieва Зарина Ботировна – преподаватель английского языка кафедры «Английского языка и литературы», Самаркандский государственный институт иностранных языков, Узбекистан.

²Омонова Шахноза – студентка, Самаркандский государственный институт иностранных языков, Узбекистан.

help teachers to create conditions in which their language is useful and significant. Pupils want to take part and to make very much to understand what is told by others, or was written, and they have to speak or write to express their own point of view or to give information. Besides, games have advantage that allows students to practice and to analyze lexicon, grammar and structure widely. They can make it because students are often more motivated to play games, than work at a table. Besides, during games students are concentrated on activity and finally absorb language subconsciously. It is also possible to add that cheerful training games, as a rule, contain repetition which allows the language to stick.

The last concern of teachers of a foreign language is that using games they teach their pupils to communicate. After realization of communicative competence, activity or methods which are purposeful and which direct children to use of language inventively have gained meaning. Playing games increases motivation of pupils. They also reduce tension in class. At the same time, when pupils play games, attention of pupils is on them not on language. It is important for the teacher of a foreign language to use creative and innovative approach in his / her work. Dare to deviate time from everyday routine and to make something refreshing and another in a class. It does not demand too much efforts, and an award can be seen on faces of students, fun, fun, and enthusiasm. And, at last, during game, teachers have to be completely committed. Games offer students cheerful and weakening atmosphere of teaching. After training and practice of the new vocabulary, students have an opportunity to use language in not stressful way. Instead of paying attention to correctness of language forms, most of participants do everything possible to win. It facilitates fear of a negative assessment, concern to be negatively estimated in public places and which is one of the major factors constraining learning language with help of target language before other people. In the context of the game - focused alarm decreases and fluency of speech is generated - thus, communicative competence is reached. Games introduce competition element in the process of language learning. It gives an important impulse for purposeful use of language. In other words, these actions create a significant context for use of language. A competitive environment also makes pupils concentrate and think intensively in the course of training that it increases unconscious acquisition of language. Most of students who have experienced using games at the lessons held positive attitude towards them.

Advantages of using games in language teaching can be summarized in eight points.

Games are learner-centered.

1. Promote communicative competence;
2. Create a significant context for use of language;
3. Increase educational motivation;
4. Reduce training of alarm;
5. Integrate various language skills;
6. Encourage creative and spontaneous use of language;
7. Construct cooperative environment of teaching.
8. Foster participatory attitudes of students.

In conclusion games also help teacher to create conditions in which language is useful and significant. Pupils want to take part and to make it have to understand what others tell or write, and they have to speak or write to express their own point of view or to give information ". If to take into consideration that game can provide intensive and substantial practice of language, then they have to be considered as the central repertoire of the teacher. Thus, they aren't intended for use only on damp days and at the end of term!

Reference list:

1. Aydan Ersoz. Six Games for the EFL/ESL Classroom. // The Internet TESL Journal. - No. 6, June 2000. - P.67-73.
2. Azar B.SH. Fun with grammar. New York 2000. - Pp. 78-98
3. Brown, H. D. (2000) Principles of Language Learning and Teaching. New York: Longman. 480p
4. Jill Hadfield, "Elementary vocabulary games", Longman, 2001. - Pp. 98-132

© Z.B. Solieva, Sh. Omonova, 2019.