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The modern methods of using games in teaching foreign language.

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Annotation. This article discusses the benefits and unique methods of using innovative technology in teaching the English language. Throughout the article, various new and modern types of innovative technology are presented, along with specific ways to utilize them. The article concludes with scientific conclusions and thoughts.

Key words: innovation, technology, efficiency, specialization, information communication, telecommunications.

Introduction. Today, modern educators face new challenges and responsibilities. The traditional methods of teaching the English language have changed significantly with the introduction of new technology. On December 10, 2012, the President of the Republic of Uzbekistan, I.A. Karimov, issued a decree, PQ-1875, "On Further Improving the System of Teaching Foreign Languages." According to this decree, foreign language teachers are responsible for implementing modern pedagogical and communication technology in teaching methods and preparing the younger generation to be able to freely communicate in foreign languages. The decree is divided into several sections, with a detailed explanation of the use of innovative technology in the ninth section.

It is known that presenting lessons in various forms of games demonstrates the potential of students, improves attention, increases knowledge and skills. Using game technology creates activities that actively engage and motivate students. According to psychologists, gaming activities are crucial for developing a person's psychological mechanisms, revealing his or her best qualities, finding a stable position in life, managing oneself, and realizing one's abilities. Any game must comply with accepted educational principles and strategies. Learning games should be based on learning material. During the game, students are more interested in participating, and effortlessly demonstrate their skills. It is important to emphasize that games are an effective teaching tool. Students become interested in playing games during lessons, striving for



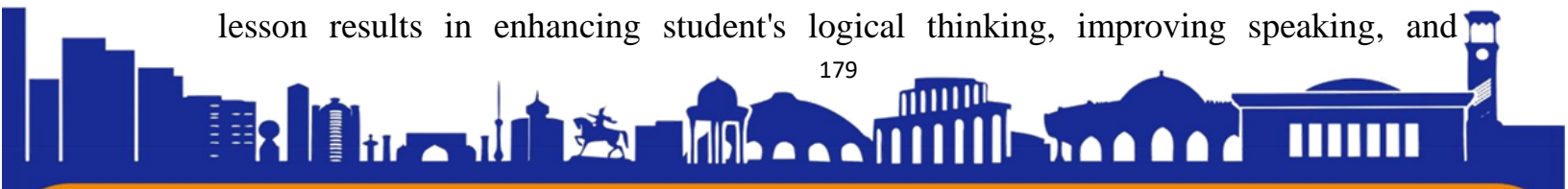


success, and the teacher simultaneously provides them with education and upbringing. Students believe that they can play games, speak, listen, and write in English and they are interested in doing so. Experience shows that in any game, regardless of age and level of skill, participants can become immersed in the activity. Therefore, it is important to address the following pedagogical-psychological issues before using games in educational practice: to understand the purpose of the game, the task of the game, the relation of the subject to the game, and the transfer of skills and the abilities which have been acquired in previous games.

We know that nowadays a student must be a subject of learning. By paying more attention to interactive methods, we increase the effectiveness of education. A fundamental requirement in English language classes is to teach independent thinking. The process of teaching and learning English language using famous methods of teaching and learning, as well as internet resources, was used. The process of writing the article used theoretical deductive conclusions, analysis and synthesis, and logical reasoning. Learning a foreign language through modern technology is one of the most effective methods. During this process, students can watch videos, displays, dialogue, movies, and cartoons in the target language. Listening to foreign language radio broadcasts and watching TV programs, or using traditional methods such as tapes or CDs, is also possible. The use of these technological tools facilitates the learning process of the students and makes it more interesting and productive.

The use of gamification in teaching and learning English language creates an active and engaging mode of learning. According to psychologists, the psychological mechanisms of gamified activities contribute to the essential needs of self-expression, finding a stable place in life, self-management, and realizing one's potential. Any game-based learning must adhere to universally accepted principles and tactics of education. The subject matter should be the basis for the educational games. Compared to traditional teaching, games attract students to participate and effortlessly help them succeed. It should be emphasized that games are a valuable teaching method. Students usually participate enthusiastically, eager to win, and teachers can provide them with education and training. Students often believe they enhance their understanding, listening, speaking, and writing English using gamified activities.

Conclusion. In summary, innovative teaching methods in English language lesson results in enhancing student's logical thinking, improving speaking, and





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developing quick and accurate response capabilities. These methods raise student's interest in preparing before attending a lecture, which transforms the educational process into an active subject. The education system aims to train autonomous, developed, and mature personalities, and in the future, teachers can enhance their unique role by developing more efficient methods by using innovative technologies. Overall, innovative teaching methods in English language lessons contribute to developing students' logical thinking, improving language skills, and forming a faster and clearer reaction. These methods encourage students to prepare before attending a class and direct the educational process towards active subjects. The education system aims to help train independent, developed, and mature personalities. In the future, teachers can enhance their unique role by developing more efficient methods by using innovative technologies.

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