

МЕДИЦИНА, ПЕДАГОГИКА И ТЕХНОЛОГИЯ: ТЕОРИЯ И ПРАКТИКА

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Том 2, Выпуск 5, 31 Май

“FUN AND EFFECTIVE: TEACHING ENGLISH THROUGH GAMES”

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ABSTRACT.

The article highlights the advantages of incorporating games into the classroom, including how they can boost motivation, retention, and student involvement. It also includes studies on how game-based learning might enhance language proficiency and acquisition. For teachers looking to build engaging and dynamic learning environments for their students, this article is a valuable resource since it offers examples and concrete ideas for integrating games into English language training.

Keywords. Retention of language skills, game-based learning, language acquisition, interactive learning, critical thinking, learning styles, interactive language learning applications.

«ВЕСЕЛО И ЭФФЕКТИВНО: ОБУЧЕНИЕ АНГЛИЙСКОМУ ЯЗЫКУ ЧЕРЕЗ ИГРЫ» АБСТРАКТНЫЙ.

В статье подчеркиваются преимущества включения игр в класс, в том числе то, как они могут повысить мотивацию, удержание и вовлеченность учащихся. Он также включает исследования о том, как обучение на основе игр может улучшить владение языком и улучшить его усвоение. Для учителей, стремящихся создать увлекательную и динамичную среду обучения для своих учеников, эта статья является ценным ресурсом, поскольку предлагает примеры и конкретные идеи по интеграции игр в обучение английскому языку.

Ключевые слова. Сохранение языковых навыков, игровое обучение, овладение языком, интерактивное обучение, критическое мышление, стили обучения, интерактивные приложения для изучения языка.

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INTRODUCTION.

Using games to teach English to pupils is an enjoyable and successful method of keeping their attention while they work on their language proficiency. For students of all ages, games can enhance the interactiveness, fun, and memory of the learning process. In a calm and stress-free setting, games can firstly assist pupils in honing their language proficiency (**Kaur & Abdul Aziz, 2020**). Teachers can make their English classes more lively and engaging by adding activities, which will motivate students to speak and interact in the language. This may increase pupils' self-assurance and desire to learn, which will improve their recall of grammar and vocabulary rules.

Secondly, games provide an enjoyable and engaging method of reinforcing language learning. One way to assist pupils improve their spelling and vocabulary is through word games like word searches and crossword puzzles. Using English in authentic contexts through role-playing games or storytelling exercises helps improve students' speaking and listening abilities (**Idham et al., 2022**). Developing students' critical thinking, problem-solving, and decision-making abilities is one of the key advantages of using games as a teaching method (**Mao et al., 2021**). Students are compelled to think strategically and creatively in order to win because the game confronts them with things to overcome. In order to succeed in school and beyond, they can benefit from this as they acquire critical cognitive skills.

Additionally, Becker (2005) suggested that games could accommodate a variety of learning capacities and styles. For kinesthetic learners, they can offer a hands-on learning experience; for visual learners, the captivating graphics and visuals in many games can be beneficial; and for auditory learners, the audio cues and instructions inside the game may be helpful. Because of their adaptability, teachers are able to connect with every student in the classroom, regardless of their unique learning style (**Becker, 2005**). Furthermore, by giving them a sense of pleasure and success for their efforts, games can help inspire language learners to learn. Levels, achievements, and prizes are frequently included in games, which can motivate players to keep going forward and expanding their knowledge when they do tasks or master skills. An increase in interest and engagement with the material being taught might result from this intrinsic motivation (**Smiderle et al., 2020**). Also, it has been demonstrated that games help students become better communicators and collaborators. While students cooperate to achieve a common

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objective in many educational games, collaboration or rivalry can help to improve communication skills. Students' social skills—such as leadership, cooperation, and dispute resolution—can be developed via this partnership (Urcid, 2022).

Popular game-based teaching strategies include:

1. Board Games: Playing board games helps kids strengthen their cognitive skills. Decision-making, problem-solving, and strategic thinking are necessary for many games. In order to succeed, players need to assess the situation, make plans, and adjust as needed. This (Leo, 2024), can strengthen both critical thinking abilities and mental agility. Classic board games like Scrabble or Boggle can be adapted for this purpose.

2. Quiz Shows: For language learners, quiz shows provide a number of advantages, such as vocabulary growth, enhanced listening abilities, the development of critical thinking, speaking practice, enhanced cultural understanding, and inspiration to keep learning. Question shows are a fun and engaging technique to improve language ability, and they can be effectively included into language learning programs.

3. Role-Playing Games: In addition to encouraging creativity, teamwork, and cultural awareness in the language classroom, role-playing games provide students with an exciting and captivating means of honing their language abilities.

4. Interactive Apps: With interactive tasks, individualized feedback, and easy access to resources, interactive language learning applications offer users a dynamic and efficient approach to advance their language proficiency. Through the utilization of these advantages, language learners can effectively and enjoyably improve their ability.

There are some examples of games and activities:

1. Word games: Scrabble, Boggle, Wordsearch
2. Vocabulary games: Taboo, Pictionary, Charades
3. Grammar games: Jeopardy, Grammar Bingo, Sentence Building
4. Conversation games: Role-play scenarios, Debate topics, Storytelling activities
5. Reading and comprehension games: Reading comprehension quizzes, Story sequencing activities
6. Spelling games: Spelling bees, Spelling races
7. Listening activities: Listening comprehension exercises, Dictation

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8. Writing games: Creative writing prompts, Sentence completion games

Conclusion

When used as a teaching tool, games in the classroom provide several advantages for both teachers and students. Teachers can create a dynamic learning environment that fosters student participation and improves academic accomplishment by incorporating games into the learning process to make it more engaging, interactive, and pleasant. Games are a great method to engage students in their learning process, and as technology develops, it is probable that using them as teaching tools will become even more common in the classroom.

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