

IMPORTANCE OF ACTION GAMES IN TEACHING ENGLISH TO PRIMARY SCHOOL STUDENTS.

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Abstract:

This article focuses on effective and interesting games based on interactive methods to increase the interest of elementary school students in learning English.

Keywords: interactive methods, primary school students, activity, think creatively, vocabulary, pronunciation, enthusiasm.

Today, children of school age, especially 8-10 years old, are increasingly interested in various things and directions. It is necessary for parents, teachers, and society to properly accept these events, which arouse enthusiasm in the child, and to be able to direct these interests. It is also becoming the demand of the times today learning English language is learned quickly by children of this young age. As mentioned above, it is necessary to take measures to further increase the child's interest in language learning.

Elementary school kids mostly want action-packed games. Active games stimulate the child's interest, increase enthusiasm and energy. Games help to create a context in which children's attention is focused on the completion of a task without necessarily realising that language items are being practised. As a result, language learning takes place in a context that children can directly relate to. Many games cause as much use of particular language items as more conventional drill exercises; some games do not. What matters, however, is the quality of practice. Games also help the teacher to create contexts in which the language is useful and meaningful. The learners want to take part, and in order to do so must understand what others are saying or have written, and they must speak or write in order to express their own point of view or give information. Games provide one way of helping the learners to experience language rather than merely study it.



"Airplane Flight"

It is very convenient to play this game in the classroom and in nature. One topic is selected, for example, the "Fruits" topic. In this case, the children write their first 2 fruits on a white sheet of paper and make an airplane from the written white sheet. The airplanes they make fly around the classroom and other students have to catch them. Another student writes the names of the fruits he knows on the flying fruit plane, and the game continues. At the end, it is determined which plane has the most words, and the owner of this plane wins the game. To make the game more complicated, he makes a sentence from the words on the planes and sends it to another friend. In this way, airplanes fly around the classroom. This game not only increases the child's vocabulary in English, but also increases the child's ability to think creatively. English language teaching has become more tailored to the varying needs of students. In addition, games called "Find the mistake in the word" and "The last word" improve the child's vocabulary and pronunciation.

Children who have a limited amount of English will find it difficult to carry out the whole of an activity in English. It is therefore important for you to be sure what the aim of the activity is. In the above game called "Airplane Flight", the child who is indifferent to English is also attracted to English without knowing it. Through these games, the child begins to learn the language involuntarily. Many of the games also include extra ideas on how to adapt the activity to practice other language areas.

To sum up, learning a language is hard work. To understand, to understand, it is necessary to act, accurate repetition, adaptation, and use of newly understood language in conversation and written composition. Every moment requires action and should be stored for a long time. Doing this with games is convenient, easy, and encourages many students to pursue their interests and work.

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