

PEDAGOGICAL BASES OF USING GAME TECHNOLOGIES IN TEACHING ENGLISH

Marjona Urokboeva Dadajon Kizi

Jizzakh State Pedagogical University

Foreign Languages Faculty, A Second-Course Student

E-Mail Adress: Marjonaurokboeva@gmail.com

ABSTRACT

In recent years, the emphasis on the study and teaching of foreign languages has increased significantly. This is done to make foreign language lessons, especially English, more interesting, that is, using a variety of innovative methods, techniques and interactive games that challenge a wide variety of students. Using these games throughout the lesson further enhances students' interest in learning the subject. This article describes techniques for learning English and Russian through games.

Keywords: foreign language, interactive games, technical means, didactic games, role-playing style, game grammar, taboo words (forbidden words), Pictionary game.

Since learning foreign languages is gaining importance today, languages are taught not only in higher education institutions, schools, but also in pre-school educational institutions. If the lessons are not taught with unique methods and interesting methods, attracting students to the lesson can become a difficult task. If lessons are changed from traditional methods and made interesting, this not only ensures the quality of the lesson, but also prevents boredom and attracts passive students to participate in the lesson.

There are a number of interesting games in the process of teaching English and Russian. It is worth mentioning that when teaching language to children, it is necessary to use such games in which all students participate equally and learn new things from the lesson (for example, new vocabulary can be memorized, if this process is repeated every day, the student vocabulary increases to a higher level). It is inappropriate to start the lesson with grammar concepts, especially for younger students, because it causes them to quickly get bored. As a result, interest in teaching may fade [5-9]. With them, even the process of greeting should be started in a non-traditional way, for example, when the teacher enters the class, he should start the class with some kind of greeting in English. Starting with a song (mainly a motivational method for elementary school students) is an effective method. If the



lesson continues in this way, the students will not lose their attention to one task during the lesson. They even look forward to English lessons. Of course, all this should be organized by the teacher, and it is the pedagogue's responsibility. Therefore, some types of games can be cited to make learning a foreign language interesting. all this should be organized by the teacher and it is the responsibility of the pedagogue. Therefore, some types of games can be cited to make learning a foreign language interesting. All this should be organized by the teacher and it is the responsibility of the pedagogue. Therefore, some types of games can be cited to make learning a foreign language interesting .

"Role-playing games" can be used to improve the effectiveness of English and Russian language lessons. The advantage of this game is that it is played based on the situation. This game is not only useful for learning science, but also helps to develop mental ability. In this game, topics are selected and children create dialogues. For example, the passenger's conversation while stopping the taxi, or the conversations in clothing stores - all of this is spoken and shown in English. It is in this game that we can use the tactics of working with a group, that is, dividing students into groups and dividing them into different topics. In this case, competition also occurs. Competition is a criterion. If a group that does well in a task is encouraged, the rest of the students will also be motivated. In addition, it is appropriate to use didactic games to conduct English lessons meaningfully.

OBJECT- this game serves to increase students' vocabulary. We know that the most important direction in learning a foreign language is memorizing a new word. Considering the characteristics of students, each student memorizes vocabulary in his own way. We are sure that learning new words through games is suitable for everyone and makes the process easier. In our game mentioned above, during the lesson, 15 items from the classroom are placed on the table and the students come and look at these items. The items are covered and then the students have to write what they see on the board in English for a certain amount 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 the students who were in this situation and did not participate in the lesson, this item was given to them. If the names are given the task of making one sentence, it will be appropriate and it will also prevent apathy .

Pictionary is a game familiar to most English language teachers and learners, a word game with its name and a picture in it. You can use a normal whiteboard or a magnetic board to draw in this game. Students of the class are divided into two groups, and a table is drawn on both sides of the board for each team. The scores of



the teams are recorded in these tables. Word names are written on the desk and turned upside down. Students from each group take turns choosing one of the hidden words and drawing it on the board. The team that gets it first will be awarded a point. This game also sharpens the minds of the students. We can also say that the use of images

Taboo words game (Forbidden words) is a fun game that helps students use synonyms and their meanings. The use of synonyms ensures the fluency of speech and the beauty of speech. Especially in the English language, it is important to avoid mistakes in the use of words, because many words in the English language with the same meaning are used according to the context of the sentence. This game will help you to be careful in this regard. In this, groups are formed, that is, students sit opposite each other. Each team chooses one person from their team to sit in the chair opposite them. The teacher goes behind the students and gives a big piece of paper. the small written word holds. Students sitting in their seats should not be able to see this word. A member of the team sitting in the seat will have some time to say the word the teacher is holding.

Tennis game - the purpose of this game is to increase the speed of the students. This game is similar to a chain game and takes place within the chosen theme. In this case, a new word should be added to the last letter of the spoken word, for example, if the topic name is "Animals", if it starts with the word "Tiger" without deviating from the topic, the second participant should continue with "rabbit" In this way, the game continues. A student who stops during the game and does not answer for 5 minutes is removed from the game and continues with the rest of the students. Play the game with the class, i.e. it will be very interesting and enjoyable to play with many people. This game can also be played by changing the theme. At the same time, play in the process of organizing yins, connecting them with various technical means also serves to increase interest. Because in today's rapidly developing age, not all young people, teenagers and adults are indifferent to modern technologies. Therefore, an effective result can be achieved by organizing interesting science games on computers .

In fact, grammar concepts are also taught when teaching, as teachers' lesson plans indicate this. But there is also a game to make this process easier and fun. For example, subject word groups (parts of speech). They should be able to learn and distinguish word groups well. Students can be given the task of writing only words related to the noun (noun) word group while playing music in English and listening to the song, and then the student can be given another word group. In this way, the



topic is strengthened, this method can be used in the process of passing other topics. It can also be organized as a cultural activity for students.

When using games, we can change them depending on the knowledge and age of the children, that is, make them easier or more complicated. The purpose of these above-mentioned games is to strengthen the memory of the students, to increase their mental capacity, quickness, intelligence, to remember new words easily, and most importantly, to organize the lesson meaningfully. Today, the educational process is mainly carried out in a traditional way, but at all stages of the educational system, continuous learning of foreign languages, as well as improving the qualifications of teachers and teaching with modern educational and methodological materials provision requires further improvement. Advances in education with modern pedagogy and information-communications It is desirable to make the growing young generation experts in the languages they are learning by introducing these methods, and on the basis of this, they will be able to speak these languages freely. After all, everything is for the great future of our youth and the development of our country.

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