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EDUCATIONAL GAMES IN LEARNING ENGLISH AS A SECOND LANGUAGE

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ABSTRACT

This article discusses how to teach English for children as a second language, the importance of using different types of games in education and to indicate some ways of applying these tools in the teaching and learning process of English as a second language.

Keywords: motivation, game, second language, teaching process, puzzles, games, designing games, interaction, motivation, competitiveness class cooperation.

INTRODUCTION

Nowadays, none can ignore that the whole world has become a global village where people need a common language, beside their mother tongue, to communicate with each other all over the world. Without any doubt, English has become this common and global language so that most people especially young children are interested in learning English and it is offered in primary and even in pre-school education.

Many children have been learning since their childhood and also pupils are being taught English in school as a second language. In that case, teacher's task is to develop this motivation and they should try to support children to learn a foreign language from their an early age. Lack of inspiration and motivation, using traditional methods of learning and teaching, being discouraged by teachers and instructors, and having a fear of not learning English easily are some of the fundamental difficulties in learning to speak in English correctly and fluently. Because of not having enough self-confidence, learners can face many problems in this area. If teachers can attract their pupils to study actively, they become learning foreign language. Furthermore, teachers should be more creative and good planner,



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then they can enhance learners' skills and mainly speaking. Besides, To solve this problem, Teachers believe that games are really beneficial and interesting in teaching process, could boost students' desire and enthusiasm to learn and communicate more in easy and fascinating way in all levels. They give opportunity to learners orally and they can express their opinions not only their friend, but also their teachers.

METHODOLOGY AND DISCUSSION

A game can have numerous definitions in dictionaries and reference books, but concept is the same. One definition of game is that games are activities and with rules and an element of fun. Games help teachers to create a better teaching-learning process. They are able to create a positive atmosphere without thinking about learning so that teachers should avoid activities that lead to boredom and distraction. In addition to this, games and activities should be guided by knowing age group. Activities can be several types. They involve:

1. Get-acquainted activity that can be performed where students do not know about each other in classroom and they can introduce themselves to each others.
2. Storytelling where students can shortly can summarize a fairy tale . If they do not know any kind of stories, they are able to create their own stories.
3. Picture describing is actually beneficial and fun game. By playing this game, learners can easily enhance their speaking skills and self- confidence as well.
4. Reporting is that before coming to class where students are asked to and they can read newspapers, or magazines and in class, they report to their friends and interesting news, they have found.
5. By listening to music, grammar is taught, in which students can easily learn because of looking at lyrics of music because music's lyric is based on certain grammar theme.
6. Information chain where students tell information or interesting facts. When someone stops telling or can not find information, he/she has to leave the game.
7. Find difference: students can work in pairs and each couple is given two different pictures. Students can discuss the similarities and differences in the pictures.
8. Writing a story with own words. It is really beneficial activity. In this activity, learners can make a story with their own words. Because of this activity, students can learn new words by hearing each others' story.



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The use of educational games in teaching process has many benefits for teachers and learners as well. First benefit I can say that it is **more motivational**. Playing games in the classroom increases overall motivation. By playing games, students become more motivated to learn, pay attention and participate in set tasks. Games help students to become a part of a team as well as take responsibility for their own learning. They can also be a great classroom management tool, helping to motivate a class. **Controlled competitiveness** may also be one of the most significant advantages of using games in education, because students, particularly boys, can become extremely competitive in the classroom.

Games are an excellent way to manage peer competition. Students can compete against each other while playing a game and then support each other during other learning activities by using games in the classroom. The next one which I want to share my opinion is **strategy simulator**. The majority of games necessitate problem-solving strategies and planning. Students can use their working memory to solve problems by using a variety of strategies in a game, which improves their mental cognition. Brain stimulation through game strategies can be a great brain workout!

Peer positivity in playing games can be useful as using games in a lesson as part of teaching and learning helps to create positivity around the lesson, motivating students with their participation and creating a positive attitude towards learning. Games can also create a positive memory and experience of learning for students in the classroom.

Having to answer questions on a worksheet or produce a page of text can be quite daunting and stressful for some students in order to reduce this stress **you** can use any kind of educational games. **Smaller stress** can also create a negative perception of a students' learning environment. As an alternative to worksheets, games can be used as a less stressful way for students to demonstrate their knowledge, skill and understanding of a topic. Being less stressed will help students to have a more positive perception of their learning environment and give a true indication of their own learning. **Mighty Memory** is a collection of content-specific games that can help you improve your memory! Students must remember important details about a topic while playing a game, but they must also use their working memory to think and act quickly. Students' created games can be some of the most effective. Students must use their memory of specific content to create questions and answers appropriate for the game.



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Class cooperation is increased by playing games in the classroom. Classroom games can also be used to foster teamwork! When playing as a whole class against the teacher or in small team groups when playing games with each other, students must work together as a team. Students learn how to take turns, respect others, listen to others, and play fairly in this manner.

Alert attention it is in playing games requires students to pay great attention to detail. As games can move quickly, when playing a game a student needs to be alert and attentive. This attentiveness when playing a game can help students to stay focused on other tasks in the classroom throughout the day.

Friendly Fun aspect of games is also can be discussed in playing games in the classroom is always great fun! When playing a game, endorphins are produced that stimulate the brain and gives students a feeling of euphoria. This feeling of euphoria creates a great sense of happiness and excitement for students in the classroom, developing a positive learning environment.

Mostly, teachers can conduct their lesson through three main stages: lecture, presentation and practice. In the first step, teachers get used to explain theme to students deeply. In the next step, teachers try to teach students clearly with pictures. In the third step, practice is exceptionally important, nowadays. In practice, learners can play educational games which are related to the theme, because teachers must check students' understanding by using games. They can easily use games which are mentioned above. When students play educational games, they can collaborate in pairs and at that time, they have an opportunity to speak and exchange an idea with each other. Furthermore, teachers can use games through communicative, listening, reading to help students get involved in each task.

CONCLUSION

In short, language games such as picture describing, storytelling and find difference have been used as teaching methods to improve learners' skills. The main aim of using games is that anxiety and depression learners suffer from make it difficult to learn appropriately so that it helps to students make easier and more interesting than before. The implementation of games and other warm up activities succeeded in helping students to learn and understand new vocabularies and they can easily learn by heart and remember for long period. When teacher use puzzles in teaching process, learners can enhance problem-solving skills and also critical thinking. Most



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of these studies cope with using games method as welcome from usual classroom and boring routine to enjoyable learning environment.

Student motivation and enthusiasm during teaching process has increased significantly. Overall, using games during teaching English was successful in improving students' vocabulary.

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