



THE BENEFITS OF USING EDUCATIONAL GAMES ON TEACHING ENGLISH FOR PRIMARY LEVEL PUPILS.

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Annotation: *This article studies the importance of teaching foreign language with the help of educational games and benefits of gamification in the classroom, as well as suggest some games for using in the classroom.*

Key words: *educational games, primary level, learning process, active learners, language development, language skills, practice fluency.*

Аннотация: *В данной статье исследуется важность обучения иностранному языку с помощью обучающих игр и преимущества геймификации на уроках, а также предлагаются некоторые игры для использования на уроках.*

Ключевые слова: *развивающие игры, начальный уровень, учебный процесс, активные учащиеся, развитие речи, языковые навыки, беглость практики.*

Annotatsiya: *Ushbu maqola chet tilini o'quv o'yinlari yordamida o'rgatishning ahamiyati va sinfda o'yinning afzalliklarini o'rganadi, shuningdek, sinfda foydalanish uchun ba'zi o'yinlarni taklif qiladi.*

Kalit so'zlar: *o'quv o'yinlari, boshlang'ich bosqich, o'quv jarayoni, faol o'quvchilar, tilni rivojlantirish, til ko'nikmalari, ravonlikni mashq qilish.*

In recent decades, the significance of the English language has significantly risen, as it is now recognized as the language of science, aviation, computers, diplomacy, and tourism. It plays a vital role in communication among people. The growing popularity of English has led to an increased demand for learning and teaching the language.

Learning a language is difficult, especially for children. To make it easier, teachers use various techniques in the classroom, such as educational games. These games are essential in teaching foreign languages to young learners⁴.

Throughout history, the effect that games have on student achievement has been an active investigation and it continues to be a source of debate among educators, parents, and educational policymakers. Famous reaserchers like Permatasari A⁵, Perveen A⁶,

⁴ Ampaipan , R. (1999). 100 language games. Bangkok: Thaiwa Hanapanitch Press. Ashraf, H., Motlagh, F. G., & Salami, M. (2014)

⁵ Permatasari, A. N. (2014). The Effectiveness of Using Snakes and Ladders Games to Improve Students' Speaking Ability for Seven Graders in MtsnMojsari. Retain. Vol.1 No .1 P.0-6

⁶ Perveen, A., Asif, M., & Mehmood (2016). Effectiveness of Language Games in Second Language Vocabulary Acquisition. Virtual University, Lahore, Pakistan. 28 (1), 633-637,2016 ISSN 1013-5316



Robertson, J.⁷ Wright A.⁸ Souheir A.⁹, Howard-Jones P.¹⁰, Linse C.¹¹ and others observed the benefits of gamification to teach foreign language for young learners through years and recorded numerous data on that topic. When teachers began to use student-centered approach which "Students are involved in the learning process and become committed to improve their English and get more talking time" in the classroom, they see educational games as a tool to develop pupils' communicative abilities, motivation, and activeness. Utilizing games in the classroom helps to decrease the affective filter. That is to say, with the help of educational games some problems such as inhibitions, doubts, low self-esteem and lack of motivation can be mitigated. Learners can acquire the language the best when they feel friendly atmosphere, not only have fun but also focus on the lesson at the same time as they feel less stress. They feel themselves motivated and feel confidence towards their English knowledge. As Wright said : "by capturing learners interest, games also lessen some of the hard work involved in learning a language"¹².

Another positive factor in language learning is risk taking which is the main part of a lot of games. When risk-taking of games happens in a safe environment with other students and under the control of the teacher, it leads to language development¹³.

Games create opportunity for interaction among students which is considered necessary in learning process. Students take understandable input for language development, while they interact with other students. However, in mixed classes it also may help to push their level if advanced ones are grouped with those who has lower levels. Through games, teaching may occur unconsciously without learners even realizing it.

Learning may occur in authentic way, if games give situations in which students should prepare dialogues. Authentic contexts which every participant should share their opinions and understand others, as well as giving facts can be achieved by using games. Activities which boost communication skills of learners should be used widely in order to experiment new words they have learned and those they have already know. Games can not only be used for reviewing previous lessons, background knowledge, but also in order to introduce new them.

However, integrating games into learning process is not easy process. " Foreign language teachers believe that there is a larger potential for pupils to learn more from games in their subject compared to other subjects" according to the latest study¹⁴

It is true that everybody loves playing games no matter their age. Game is a huge part of child's life and his or her development as well. In a game all participants are forced to

⁷ Robertson, J. (2012). Making games in the classroom: Benefits and gender concerns. *Computers and Education*, 59, 385-398. doi:10.1016/j.compedu.2011.12.020.

⁸ Wright, A. , *Games for Language Learning* , Third Edition, Cambridge University Press. 978-0-521-61822-9

⁹ Souheir, M. (2012). The Role of Communication Games in Developing Students' Speaking Skill.

¹⁰ Howard-Jones, P. , & Jay, T. (2016). Reward, learning and games. *Current Opinion in Behavioral Sciences*, 10, 65-72. <https://doi.org/10.1016/j.cobeha.2016.04.015>

¹¹ Linse, C. T. & Nunan, D. (Ed). (2005). *Practical English Language Teaching: Young learners*. New York.

¹² Wright, A. , *Games for Language Learning* , Third Edition, Cambridge University Press. 978-0-521-61822-9

¹³ Howard-Jones, P. , & Jay, T. (2016). Reward, learning and games. *Current Opinion in Behavioral Sciences*, 10, 65-72. <https://doi.org/10.1016/j.cobeha.2016.04.015>

¹⁴ Egenfeldt-Nielsen. Lulu. com, 2011. 726, 2011. Overview of research on the educational use of video games.



communicate with other members. The need for communication motivate students not be afraid of using their language skills and practice fluency. Education nowadays has changed a lot from the periods which learners were passive participants in the classroom, but nowadays they are active with the help of games.

There are number of reasons that games should be used in the language. Firstly, games can activate those who are not active because of lack of interest by providing fun for them. It is crucial to keep students engaged in order for teachers to effectively educate them, as they must actively participate in their own learning for it to be successful. It is crucial to keep students engaged in order for teachers to effectively educate them, as they must actively participate in their own learning for it to be successful.

Secondly, games have multiple benefits in language learning. They create a fun and engaging environment that allows participants to learn without feeling bored or stressed. Moreover, games help build relationships between participants and promote equality. They can also provide diversity in seating arrangements, which helps to keep the classroom environment exciting.

Thirdly, games are useful for practicing language skills in real-life situations that students may encounter while traveling. By using games, the teacher can give students more responsibility and increase their confidence level.

Fourth, in order to effective learning, students must experience emotions while being exposed to the language. These emotions can include variety of emotions such as happiness, excitement, amusement, and suspense which will create a positive learning environment and have a beneficial impact on language acquisition.

Moreover, playing games can be beneficial for students who are shy or lack confidence towards themselves, especially when played in smaller groups. This allows them to speak in front of a smaller audience, as opposed to the entire class. Additionally, games can help students open up and overcome their shyness because the atmosphere is more relaxed and fluency is emphasized over grammatical correctness.

Furthermore, it is crucial to incorporate games into classroom learning as children today have limited opportunities to play due to the rapid changes in society. With cities growing and traffic increasing, parents are increasingly worried about their children playing outside.

Last but not least, games are an effective educational tool as they can generate interest among students of all ages and can be combined with other teaching methods to create diversity in the classroom. A research conducted in primary schools highlighted the importance of diversity in education. Participants expressed their desire for more variety in learning to make it more enjoyable and productive.

Young children learn best through hands-on experiences rather than explicit instruction because they tend to learn more unconsciously¹⁵. Although some learning requires conscious effort, a significant amount of learning occurs without conscious awareness. Young children are typically enthusiastic and active learners. Below are some

¹⁵ Reber, A. S. (1989). Implicit learning and tacit knowledge. *Journal of Experimental Psychology: General*, 118(3), 219–235.

enjoyable and stimulating games that are appropriate for young students and not too challenging.

1. Stand up if you....

How to play: Students should stay in circle with one member in the middle. The pupil who is standing in the middle should call out the instruction such as "stand up if you're wearing shoes", and everyone wearing shoes must switch places with each other in the circle while the member who is in the middle should steal one of their spots. The child left in the middle should get call out next instruction.

This game is not only useful for practicing the vocabulary range of young learners but also full of joy. This game can be adapted to variety of topics, such as appearance, clothes, like/dislikes, family members and many others. Moreover, by giving instructions they can practice their communication skills as well.

2. Word searches

How to play: teacher gives a word which students should search from the text. Learners must find the given word by reading the text when he or she finds the first word, teacher can provide next one. Instrcturs can add matching colours for making more interesting environment and engaging.

This game can encourage the reading skills of the laerners at early stage. It is more suitable for young learners and this activity boost their reading skills.

3. Picture describing

In this game pictures related to the specific or intriguing pictures should be chosen. And students must describe those pictures. In order to support learners teacher my give a list of vocabulary which can be used in the process.

Describing a picture is not only useful but also fun game. By playing this game, learners can easily enhance their speaking skills and self- confidence as well. Moreover, they can review the words they learn in the previous lessons in a funny way.

4. Songs

Utilizing songs is another way of teaching English. Songs are fantastic opportunity for students to use their voices and learn rhythm of the language. The appropriate songs should be selected according to the level and age of the students. The group can sing together.

English language that is integrated into a child's early educational years aims to enhance their knowledge and fluency in all four language skills: listening, reading, writing, and speaking. To achieve this, the English classroom should provide abundant language exposure, physical activity, repeated language themes, and playful activities that engage young learners. The teacher should use props, games, and other interactive methods to make learning enjoyable and increase exposure to the target language. The ultimate objective of the language instructor is to create a pleasant learning environment that encourages practice and offers effective strategies for students to apply what they have learned.

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