



THE WAYS OF TEACHING ENGLISH THROUGH GAMES

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Abstract: *In this article we discussed the ways of teaching English through games, and importance of learning language through activities, also the most popular game Hangman and how to play it in the class.*

Key words: *Activities, games, an engaging game, hangman, formats, learning English, students, class,*

Language is a important tool of communication which individuals have been using for decades, speech is used to exchange information or ask people questions, as well as to express thoughts, emotions, point of view, feelings and share with other their knowledge. Nowadays, there are a lot of ways to teach or learn new language, at the present time many teachers included to their lessons some games. Games not only can bring students together cheer up but also improving increase memory capacity, helps with fast strategic thinking and problem solving. Each game is designed in it's own way and the emphasis is on exactly what needs to be studied and is of interest to those who play this game.

Although sorting activities can be utilized at different points in the session, they are most effective at the beginning to interest students right away. After finishing a sorting task alone or with a partner, students can compare and discuss their choices in groups (wrote Anthony Haynes in his book 100 ideas for lesson planning which was published in 2007, 72 page).

Activities that involve scoring require students to rank or assess the concepts they are learning. Similar to sorting exercises, they are a straightforward method of converting passive learning into active learning. Students hear or read some content, and then they give each statement, example, or other item that they come across an explicit value or ranking.

Here are a few typical formats:

1. Using a scale of 1 to 5 to indicate agreement or attraction:

Students who strongly concur with a statement, for instance, draw a ring around the letter "++."

Those who are somewhat in disagreement ring a "-." "0" denotes an unremarkable response.

2. A page made out of empty boxes arranged in the form of a pyramid (one box on the top line, two on the next, and so on). Students fill in the top line's box with the item they rank highest, the second and third lines' boxes with the items they rate highest, and so on. A diamond is an alternate structure.



3. A set number of points are given to the students to award. According on their evaluations, they assign the points. They are free to distribute the points anyway they see fit, but you can promote decisiveness by making sure that the amount of points awarded is not equal to the number of items to be evaluated.

Activities that involve scoring may be employed at various stages in a class. An effective fulcrum between a receptive activity, such as reading or listening to content, and a group or class discussion, for instance, can be a scoring activity carried out alone or in pairs. At the conclusion of lessons, scoring exercises can be helpful as a technique to encourage students to make educated judgments or decisions about what they have learned. (wrote Anthony Haynes in his book 100 ideas for lesson planning which was published in 2007, 73 page)

The most popular and interesting game for learning English is “Hangman”.

Hangman

An engaging game that is traditional and interactive that helps pupils with their spelling and topic knowledge. To play this game students should have a list of subject-specific words, a whiteboard and pen or an interactive whiteboard. Class must be divided into two groups, then the picked student should stand in front of the class and come up with a word that is appropriate or the teacher should give to the students suitable word. The next step is for the student to represent each letter in their word by drawing a space on the whiteboard, furthermore By selecting letters from those on the sides, students make a guess. In contrast, if the students select a letter that is not present in the word, no sound is performed and the letter is not disclosed from the blank letters. The rest of the in the class then attempt to guess the word one letter at a time but only one student from each team can to guess alternately. If the guess is not correct, a hangman is drawn on the board. Except if the hangman is solved, the winning team is the first to accurately guess the word. This game then repeated with a different student coming up with a pertinent word. If you choose a letter that is not present in the word, a stickman gets drawn gradually. The man is tempted in more and more with each not correct guess at a letter. The game is over when the man is finished and hanged. This is the basis for the game's name, "Hangman." The whole word is disclosed along with a visual illustrating the term's meaning if you can expose every letter in the word before the man is hanged.

In this hangman game students can pick the stuff they want to use, just as in other games. Just before the game begins, a content selection screen appears. There are 30 different sets of content total, including sections on food, employment, and sports. The colors and numbers in some content sets are actually pretty easy to predict, whereas the jobs and garden objects are longer and more challenging. Only 16 of the approximately 25 pieces in each set of content are used in each given game. This prevents the game from dragging on or becoming monotonous and also eliminates some of the more unusual things.

LIST OF LITERATURE:

1. Anthony Haynes in his book 100 ideas for lesson planning. Published in 2007