



USING THE METHOD OF INTERESTING GAMES IN TEACHING A FOREIGN
LANGUAGE

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Abstract: *The role of teaching through various games in teaching English is incomparable. Playing various games during the lesson increases the enthusiasm for learning science in the classroom, encourages passive students to better participate in the lessons, and creates an environment of competition and teamwork among students in the classroom. It also increases students' respect for their teachers.*

Key words: *education, training, games, teamwork, competition, physiological, psychological, "Fruit names", "Professions", "Home appliances".*

The development of world science is growing and developing day by day. This positive development has had an impact on our country. Advanced innovative technologies are being applied to our world of science.

When teaching foreign languages to students in the classroom, it is necessary to take into account the age, physiological and psychological characteristics of the student. As noted in the decision, teaching foreign languages to students in the form of game-style lessons really increases students' interests.

The use of game technologies in education is one of the most effective tools. During the game, their thinking, outlook, and thinking will expand. Scientists believed that the approach to education through games facilitates the educational process. It not only makes it easier, but also increases the interest in this subject and encourages the child to acquire deep knowledge. Game-style lessons help children develop oral speech. Readers really like different visuals with pictures or videos. It is necessary to regularly use games to develop their speech through different colored pictures.

For example, What is this?, Who is this?, Who knows a lot of words? games like During the game, it is necessary to encourage children to remember words and pronounce them correctly. Depending on the growth of children's vocabulary, it is important to organize other types of games and various competitions. At first, children can perform exercises on topics such as "Fruit Names", "Occupations", "Home Appliances" using games. Then, if they are shown in harmony with the colorful images on the computer, the students' speech will develop and the range of attitude to the environment will expand.

At the stage of displaying a new topic, words and pictures will appear on the screen. Students will be able to listen to the words and pronounce them. It is necessary to pay attention to the principle of individualization of education when presenting the subject with the help of a computer. Some students find it difficult to accept the graphic image of the word, and some have difficulty with the sound image.



The computer solves this or that difficulty by means of exercises, helps the student to find and eliminate aspects of the English language that he struggles to master. Other educational games aimed at mastering grammar can be organized from the upper grade.

For example, "Who can find it quickly", "What is it and who", "Who is literate?", "Who is clever? games are among them. "Who's a toboggan?" game gives a good result in improving spelling literacy. In this case, 5-6 words are written on cardboard, and the words are written correctly and incorrectly. Students are required to find the misspelled word and write it correctly.

The winner of the game is determined by which student is the first to correctly write down the misspelled words. We know that in the current educational process, the student should be the subject. Focusing more on interactive methods will increase the effectiveness of education. One of the most important requirements for English language classes is to teach independent thinking.

Today, English language teachers, relying on the experience of pedagogues from the United States of America and England, are using the following innovative methods: "Merry riddles" (Merry riddles) to teach riddles to students. It is important to teach English, they learn unfamiliar words and find answers to riddles.

"Quick answers" help to improve the effectiveness of the lesson. "Warm-up exercises" are the use of various games in the classroom to interest students in the lesson.

"Pantomime" (Pantomime) This method can be used in a lesson where very difficult topics need to be explained or when students are tired when written exercises are done.

"A chain story" method helps to improve students' oral speech and strengthen memory.

"Acting characters" method can be used in all types of lessons. "When pictures speak" method is more convenient and in teaching English It helps in the development of zaki speech, for this it is necessary to use pictures related to the topic.

"Quiz cards" cards are distributed according to the number of students and allow all students to participate in the lesson at the same time, which saves time.

In the "Find the place of the word" game, the words are replaced and a sentence is formed by putting the words in their place.

The game "Collection" is held in order to strengthen the acquired knowledge of students based on a certain topic.

The game is organized in the form of a row competition or work in small groups. For example, groups are given a task to find words that represent a symbol. The group that finds the most in the given time is the winner. Cartoons. While learning a foreign language, children do not understand the words in the cartoon, but they try to understand the words they use through the actions of the characters in the cartoon.

This is an interesting and effective way for children to learn the language. Children are taught English through songs, poems, stories, and videos. "Picture" game. A picture game can be used to help students better master the content of the Present Continuous.

"Sentences in the picture" game. This game is a good visual tool for practicing grammatical forms. There are several pictures on the cards that represent some actions of a person, for example: there are pictures of skating, playing chess, reading a book.



The teacher shows picture cards (the boy is skating) and asks: What is he doing? Pupils find the same picture and answer: He is skating.

Modern educational development has given rise to a new direction of innovative pedagogy. Innovative means "introduction (dissemination) of innovation" in English. The socio-psychological aspect of innovation was developed by the American researcher E. Rogers.

He studied the classification of the participants of the innovation process, their attitude to the innovation, and others. The concepts of novelty and innovation are mutually different in scientific areas. "Innovation" means a tool, new method, methodology, technology. "Innovation" is a process that develops according to certain stages of education, teaching English lessons through various interesting games is also considered a form of innovation.

In conclusion, it should be noted that in teaching English, taking into account the age and psychological characteristics of students, the interest in mastering a foreign language, the preparation of didactic developments that help to fully satisfy the need and their implementation development of a robust mechanism of increase provides a practical solution to the problem.

Learning a foreign language is a multifaceted education, and in this process a person experiences complex psychological changes. In particular, the process of comparing the native language with a foreign language occurs. Various teaching methods and technologies are used in this process.

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