



THE IMPORTANCE OF GAMES IN LEARNING ENGLISH

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Annotation: *The English language is one of the most important languages in the world. It is the language of global business and is spoken by millions of people around the globe. Yet, English can be one of the more difficult languages to learn. English is full of rules and exceptions to the rules that make its mastery challenging. However, as millions have proven, it can be done. This article reflects on the importance of learning English today, the use of a variety of interesting interactive games to learn English.*

Key words: *language, english, interactive games, school, lessons, research, motivation, learning.*

The English language is one of the most commonly-spoken languages and is often considered the most influential language in the world. Whether you want to learn English further your studies, your career, or your personal horizons, there are many benefits you can gain from attending a qualified English school.

English is the language of science, of aviation, computers, diplomacy, and tourism. Knowing English increases your chances of getting a good job in a multinational company within your home country or for finding work abroad. It's also the language of international communication, the media and the internet, so learning English is important for socialising and entertainment as well as work!

Many of the world's top films, books and music are published and produced in English. Therefore, by learning English you will have access to a great wealth of entertainment and will be able to have a greater cultural understanding.

If you speak English, you won't need to rely on translations and subtitles anymore to enjoy your favourite books, songs, films and TV shows. Watching movies and television programmes in the English language is also a great and fun way to learn it! Although learning English can be challenging and time-consuming, we can see that it is also very valuable to learn and can create many opportunities!

Language learning is hard work... Effort is required at every moment and must be maintained over a long period of time. Games help and encourage many learners to sustain their interest and work.





Research has shown that there are many benefits for playing daily games in the classroom. When planning lessons, teachers should try to incorporate at least one game a day into one of the key learning areas as either a teaching and learning tool, assessment strategy or classroom motivator.

Games play a vital role in language learning classrooms despite the fact that many teachers are unaware of it as a learning strategy. However, games offer a lot of potential benefits to the learning process of your students. Firstly, games prevent the lesson from being ordinary and boring. Conversely, they create a successful and positive classroom environment where students and their learning are central. Games are always fun for the learners, so they attract their interest unlike many ordinary lessons. Even shy and reluctant children often react positively to them. This increases the motivation of your students and encourages them to get involved in the lesson and continue working.

Nowadays English is becoming more and more significant. Teaching English to the young learners is not easy because English is not their mother tongue and it is a new subject for them. The teacher should have a good and an interesting technique to introduce English for them, so that the young learners will be interested and motivated to learn English. There are a lot of ways to introduce English to the young learners. One of them is by using games. Some Methodists states that games can be used to give practice in all language skills and they can be used to practice many types of communication.

Young learners love to play, and they participate in a game with more enthusiasm and willingness than in any other classroom task. When playing games, students become more engaged in their learning, taught content is reinforced and class positivity is increased.

Further more, games are sometimes perceived as entertaining activities, playing which children are not really learning. Children in general learn better when they are active. The use of games in the classroom has many advantages. Games should be an essential part of any curriculum. According to Carrier —Games raise the students' motivation in such a way that students enjoy their learning so much that they might not realize they are doing soll. Games are fun and children like to play them; through games children experiment, discover, and interact with their environment; games add variation to a lesson and increase motivation by providing a plausible incentive to use the target language.

There are countless benefits to using games in the classroom. Games can:

- Help students to learn more about themselves



- Foster a sense of community in the classroom where all students feel comfortable expressing ideas in a safe learning environment
- Energize students to become more active participants in the learning process.
- Games are a welcome break from the usual routine of the language class.
- They are motivating and challenging.
- Learning a language requires a great deal of effort. Games help students to make and sustain the effort of learning.
- Games provide language practice in the various skills – speaking, writing, listening and reading.
- They encourage students to interact and communicate.

Games are a great way to control the competitiveness between peers. By using games in the classroom, students can compete against each other whilst playing a game, then support each other during other learning activities.

Young learners love to play, and they participate in a game with more enthusiasm and willingness than in any other classroom task. Besides, games are sometimes perceived as entertaining activities, playing which children are not really learning. Children in general learn better when they are active. Some games are played in pairs or small groups; others are played with the whole class. We know that games are often used as short warm-up activities or when there is some time left at the end of a lesson.

The results of research suggest that games are used not only for mere fun, but more importantly, for the useful practice and review of language lessons, thus leading toward the goal of improving learners' communicative competence.

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