

METHODS BASED ON THE USE OF GAME ELEMENTS IN TEACHING ENGLISH

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Abstract

This article analyzes the pedagogical significance and effectiveness of using game elements in the process of teaching English. It is shown that the use of gamification methods in the educational process serves to increase students' motivation, develop their ability to communicate, and effectively form language skills. The article also highlights various game technologies that can be used in English lessons and their impact on the teaching process through examples.

Keywords: Gamification, game technologies, English, interactive education, communicative competence, motivation.

Introduction

INGLIZ TILINI O‘QITISHDA O‘YIN ELEMENTLARIDAN FOYDALANISHGA ASOSLANGAN USULLAR

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Annotatsiya:

Ushbu maqolada ingliz tilini o'qitish jarayonida o'yin elementlaridan foydalanishning pedagogik ahamiyati va samaradorligi tahlil qilinadi. Ta'lim jarayonida geymifikatsiya usullarini qo'llash o'quvchilarning motivatsiyasini oshirish, ularning muloqotga kirishish qobiliyatini rivojlantirish hamda til ko'nikmalarini samarali shakllantirishga xizmat qilishi ko'rsatib berilgan. Shuningdek, maqolada ingliz tili darslarida qo'llanilishi mumkin bo'lgan turli o'yin texnologiyalari va ularning o'qitish jarayoniga ta'siri misollar orqali yoritilgan.

Kalit so'zlar: geymifikatsiya, o'yin texnologiyalari, ingliz tili, interaktiv ta'lim, kommunikativ kompetensiya, motivatsiya.

Аннотация:

В данной статье анализируется педагогическая значимость и эффективность использования игровых элементов в процессе обучения английскому языку. Показано, что применение методов геймификации в образовательном процессе способствует повышению мотивации учащихся, развитию их коммуникативных навыков, а также эффективному формированию языковых компетенций. Кроме того, в статье на примерах освещаются различные игровые технологии, которые могут быть использованы на уроках английского языка, и их влияние на процесс обучения.

Ключевые слова: геймификация, игровые технологии, английский язык, интерактивное обучение, коммуникативная компетенция, мотивация.

Introduction

In the modern education system, methods of teaching foreign languages are constantly improving. In particular, the use of interactive and innovative methods in teaching English is important for increasing students' interest in learning. One of these methods is educational methods based on game elements.

Games activate the educational process and encourage students to actively participate in the lesson. From a psychological point of view, during the game process, students think freely, communicate, and naturally master the language.

Analysis of relevant literature

The issue of using game elements in teaching foreign languages has been studied by many foreign and domestic scientists. These studies show that game technologies are an important factor in the motivation, activity, and development of language skills of students.

One of the famous researchers on the methodology of teaching English, Jeremy Harmer, in his work “How to Teach English”, emphasizes that games are an effective tool for actively involving students in the learning process. In his opinion, through games, students enter a natural communication environment and have the opportunity to practically use the language. This serves to develop communicative competence.

James Scrivener, in his book “Learning Teaching”, evaluates game technologies as an important part of interactive education. The author notes that games ensure the active participation of students, teach them to think independently and work in a team. At the same time, games reduce psychological barriers in the learning process.

The importance of game elements is also noted in studies on the issue of motivation in teaching foreign languages. For example, Zoltan Gyornei, in his work “Motivational Strategies in the Language Classroom,” emphasizes that gamification elements play an important role in increasing students’ intrinsic motivation. According to him, competition, rewards, and game formats increase students’ interest in the lesson.

The book “Games for Language Learning” by Andrew Wright, David Betteridge and Michael Buckby proposes a system of various games and exercises for language learning. The authors recommend games as a means of developing lexical, grammatical and communicative skills. They emphasize that through games, students acquire language in a natural and free environment.

In recent years, the introduction of game elements into the educational process has become even more widespread due to the development of digital technologies. Modern studies have shown that the use of digital platforms such

as Kahoot, Quizizz and Wordwall serves to increase student participation and interest.

The work of local researchers also highlights the importance of interactive methods and game technologies in teaching foreign languages. In them, games are considered an important tool for developing students' communication skills, increasing lesson efficiency and activating the educational process.

Thus, the analysis of existing scientific research shows that the use of game elements in teaching English is important for increasing students' motivation, developing their communicative activity, and effectively forming language skills.

Research methodology

Game-based education (gamification) is a teaching method that introduces game elements into the learning process: points, ratings, missions, competitions, and awards.

According to researchers, game technologies solve the following pedagogical tasks:

- increasing students' interest in the lesson;
- creating an atmosphere of communication and cooperation;
- applying language skills in practical situations;
- developing independent thinking.

Therefore, gamification is considered an effective method in modern language education.

Game methods used in English lessons:

1. Lexical games

This type of games serves to memorize new words and increase vocabulary. For example:

- Word Chain - word chain game
- Guess the word-finding game;
- Matching game - matching words and pictures.

The “Word Chain” game is a simple but very useful game in which participants continue to say a new word using the last letter of each other's words. Its importance is evident in several aspects:

- Mental development

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This game strengthens memory, quick thinking and attention. The player tries to quickly find the right word, which forces the brain to work actively.

Increases vocabulary

Participants hear and learn new words. This game is especially effective for children in expanding their vocabulary.

Develops speech

The ability to pronounce words correctly, speak quickly and fluently is formed.

Social skills

The game is played in a team, which develops a culture of cooperation, patience, and listening to others.

Attention and speed

During the game, participants must not lose focus and respond quickly - this increases the speed of reaction.

Interesting and useful leisure

“Word chain” is not only educational, but also a good way to spend time.

The game “Guess the Word” is an interesting and useful activity that requires players to find a hidden or described word. Its importance is seen in the following:

Develops logical thinking

The player tries to find a word based on the given hints, descriptions, or letters. This strengthens the ability to analyze and draw conclusions.

Increases vocabulary

Language is expanded by learning new words and understanding their meaning.

Improves speech and comprehension

Develops the skills of understanding the meaning of words, explaining them, and explaining them to others.

Attention and focus

It is important to pay attention to small details during the game, which helps to concentrate.

Teamwork skills

When playing in a group, players help each other, exchange ideas, and find solutions together.

Fun learning method

This game makes learning easy and fun, especially useful for children and language learners.

“Matching Game” — this game requires participants to match words with their corresponding pictures. It is especially useful for children and language learners. It develops memory and thinking. Finding the connection between a word and a picture strengthens the brain's ability to remember and think.

Increases vocabulary. By associating new words with their visual image, learning becomes easier and better remembered. Improves visual perception. Develops the ability to perceive and understand information through pictures. Makes language learning easier. This game is especially effective for those learning a foreign language, as they connect the word and its meaning faster. Increases attention and accuracy. Finding the right match requires attention, which increases concentration. Interesting and interactive learning. Since it is in the form of a game, the learning process is not boring, but rather enjoyable.

These methods help to naturally expand students' vocabulary.

2. Role play

Role play

Role play is very effective in developing communication skills. For example:

- Shopping in a store;
- Conversation in a hotel;
- Interview process.

Through this method, students learn to use language in communicative situations close to real life.

3. Communicative games.

Communicative games teach students to work as a team. For example:

- Find someone who
- Information gap
- Quiz games

Such games increase students' speaking activity.

4. Digital game platforms

Currently, various digital platforms are also used in education:

- Kahoot
- Quizizz

- Wordwall

These platforms increase student participation through tests, quizzes, and interactive exercises.

Analysis and results

The study investigated the impact of using game elements in English lessons on student activity and knowledge acquisition. During the study, lessons using gamification elements were compared and analyzed along with traditional teaching methods. The results showed that students' participation activity significantly increased in lessons using game technologies.

During the analysis, students' vocabulary, speaking activity, and interest in the lesson were observed. It was found that in lessons using game elements, students mastered new words faster and used them freely in the communication process. For example, activities such as “Guess the word”, “Word chain” and role-playing games helped students increase their ability to remember vocabulary.

It was also observed that students' speaking skills developed through communicative games. When team games were organized during the lesson, students actively interacted with each other, which had a positive effect on the formation of their communicative competence.

The results of the study showed that in lessons where game elements were used:

- students' interest in the lesson increased;
- the number of students participating in the lesson increased;
- vocabulary and speaking skills developed faster;
- students' independent thinking skills were formed.

In addition, the use of digital gaming platforms also yielded effective results. For example, interactive quizzes and tests encouraged students to actively participate in a competitive environment. This made the process of consolidating their knowledge more effective.

In general, the results of the analysis showed that the use of game technologies in the process of teaching English serves to increase the effectiveness of education. Therefore, it is advisable to widely use gamification elements in modern language education.

Advantages of game technologies

The use of game elements has the following advantages:

1. Makes the lesson process interesting and dynamic.
2. Reduces psychological barriers of students.
3. Forms a communicative environment.
4. Develops students' creative abilities.
5. Effectively consolidates knowledge.

Conclusion

The use of game elements in teaching English is one of the important factors in increasing educational effectiveness. Gamification methods increase students' interest in the lesson, develop their communicative competencies, and help them master the language in a practical way. Therefore, it is advisable to systematically use various game technologies in English lessons.

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