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## pleal tissues of Science Topical Issues of S THE ROLE OF THE GAMES IN TEACHING ENGLISH LANGUAGE

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Abstract: This article discusses the importance of using games in teaching English. Games make classes interesting and exciting. They help improve the vocabulary of the language of students. Also games develop memory, agility, resourcefulness. The article substantiates the role of games in teaching English.

Keywords: Teaching foreign language, interactive methods, communicating skills, different games, learner's vocabulary, teaching materials, vocabulary, structure explanations and drills, native language, pedagogical value.

Аннотация: В данной статье рассматривается важность использования игр в обучении английскому языку. Игры делают занятия интересными и увлекательными. Они помогают улучшить словарный запас языка учащихся. Также игры развивают память, ловкость, находчивость. В статье обосновывается роль игр в обучении английскому языку.

Ключевые слова: обучение иностранному языку, интерактивные методы, коммуникативные навыки, различные игры, словарный запас учащихся, учебные материалы, словарный запас, объяснения структуры и упражнения, родной язык, педагогическая ценность.

Annotatsiya: Ushbu maqolada ingliz tilini oʻrgatishda oʻyinlardan foydalanish muhimligi muhokama qilinadi. O'yinlar darslarni qiziqarli qiladi. Ular o'quvchilar tilining so'z boyligini yaxshilashga yordam beradi. Shuningdek, o'yinlar xotirani, chaqqonlikni, topqirlikni rivojlantiradi. Magolada ingliz lilini o'rgalishda o'yinlarning roli asoslanadi.

Kalit soʻzlar: Chet tilini oʻrgatish, interfaol usullar, muloqot koʻnikmalari, turli oʻyinlar, oʻquvchining lugʻat boyligi, oʻquv materiallari, lugʻat, tuzilmaviy tushuntirish va mashqlar, ona tili, pedagogik qadriyat.

### INTRODUCTION

It is commonly believed that in teaching foreign language the role of interactive methods is very important. Because it makes the learners to motivate and keep their interests whole lessons Interactive methods include topical Issues of Science Topical Issues of games, songs, poems, activities. Also games improve the learner's vocabulary building skills. Vietnamese pupils learn vocabular, costineix several factors. First, they consider the teacher's explanation for meaning or definition pronunciation, spelling and grammatical for a lors are contra-In this case language learners have nothing to do in a vocabulary learning section but to listen to their teacher. Second, children only thank of vocabulary learning as knowing the primary meaning of new words. Initial pupils usually only acquire new vocabulary through new words in their textbooks or when given by teachers during classroom lessons. For example, learners find many words in a text and then ask the teacher to explain the meanings and usages Fourth, many learners don't wart to take risks in applying what they have learnt. In summary games are useful and effective that would be applied in vocabulary classes. Teaching lessons through activities requires convenient storage and easy retrieval of materials, objects, pictures, toys, games, conversation pieces and other props. Ideally you should have a room large enough. If you keep your filling cabinet to the right or left of your desk, you will be able to reach at bottom three drawers without moving your chair. With small classes do well in unshaped formation or horseshoe. Very large classes might work in groupings of four, six or a double horseshoe. Try different arrangements to see what suits you and your pupils. Some suggestions for bulletin boards include: scenes of pupil's native country and customs, the four seasons, manners, health, holidays, safety, school rules and so on.

Culturally rich resources can easily be used in language classrooms. Songs offer a change from routine classroom activities. Songs also give new insights into the target culture. Like songs, poems exaggerate the rhythmic nature of the language. If a poem that exemplifies a particular structure is also a good poem, it engages the eye, the ear and tongue simultaneously while also stimulating and moving us. Using these interactive methods in English lessons more useful and meaningful, also it is easy may to teach new words and word combinations, theme, culture and etc. Now we will see one by one of these methods. There are many ways to teach ESL to children but one of the most exciting and rewarding ways to do it is by using English games. We learned to understand and speak our first language by hearing and using it in natural situations. This is the most effective and interesting way to learn the second language as well. The experts advise that language teachers to spend most of the classroom time on activities that faster natural acquisition rather than on formal vocabulary and structure explanations and drills. Before learning the second language we should know our first language well. Because if we know our native language well we can easily learn the second language. Teaching English language through activities and games require a convenient storage and easily

e" eval of materials, objects, pictures, toys, games, convenion or process and other props. Ideally, we should have a room larger for an authorized "at. a quite work center and an activity center. But if you are traveing teaching of feach in a broom closel, some where you should nave a perk, when bookshelves and a filling cabinet at your aisposal. They all here the co.c.i. to learn the language more excellent clearer and the/ make but to motivate. English games not only engage the children, but also tricular play and most of the time the pupils don't know they are learning and the time comes to show their knowledge. If truly is possible and necessary is create a classroom where he children not only learn also, they may ericy their time there. «There are many reasons for using games. Games are not just time filling activities. But they have a great educational value... "153" language games make the learners to use the language instead of triving about learning the correct forms. W. R. Lee says that games should be treated as central, not peripheral to the foreign language teaching program. A similar opinion is expressed by Richard Amata, who believes games to be fun, but warns against overlooking their bedagagast value. particularly in foreign language teaching. We know that there are mary advantages of using games. Games provide a less trreatering ervironment. Besides games make passive pupils active in learning process by providing a challenging environment. In addition, games are vide language practice in various skills, speaking, listening, reading and writing. Although our games were short activities and were applied to create a relaxed, pleasant learning atmosphere, in the classroom, we wanted games to be more just fun. Games should also promote learning and publis' vocabulary as well. Therefore, it is important to progress in learning vocabulary through games. Games are often used as short warm-up activities or when there is some time left at the end of a lesson. Rixon suggests that games are used at all stages of the lesson, provided that they are well-chosen. We know that, sometimes children usually full bored in vecabulary lessons, because they have not changed their learning habits, such as writing words on paper, trying to learn by heart or learning passively through the teacher's explanations. To heap children' find language classes, especially vocabulary lessons more from games, we conducted action research to find the answers to the question. The research shows they are effective in heaping children to improve their vocabulary building skills. In learning a foreign language vocabulary plays an important role. If is one element that links the four skills of speaking, listening, reading and writing, all together. In order to communicate well in foreign language children should know how to use them accurately. When we teach English language through activities, the focus of the lesson is on the object of the activity not on English. We will be using natural whole language whatever



atmosphere, in the classroom, we wanted games to be more just fun.

Games should also promote learning and pupils' vocabulary as well.

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