

**TYPES OF EFFECTIVE TEACHING METHODS: BLENDED LEARNING, GAME-BASED LEARNING, STUDENT-CENTRED LEARNING.**

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**Abstract:** *Currently, there are some teaching methods that can be more challenging for new students but there are many preferable options that are chosen by university teachers like blended learning, game based learning and student-centred learning in an academic period.*

**Key words:** *blended learning, game based learning, student-centred learning, introvert, extrovert.*

Defining article: As these teaching methods are chosen as an efficient and a preferable by both teachers and students. In this article there are given six significant reasons of this.

1. What is blended learning and its usage?

2. What is game based learning and its usage?

3. What is student-centred learning and its usage?

4. In what kinds of topics we can use these three teaching methods? Give an example.

5. Teaching methods based on student's characteristics.

In blended learning students would be able to learn theme in a traditional or offline way. This approach is flexible because it consists web-based, game-based and student-centred learning. It uses three types at once while performing lesson. It is also called hybrid learning.

Although they both signify a type of mixture, there is a significant difference between them. In hybrid learning, a teacher or instructor delivers materials to learners, some of whom attend class in person, while others join the class virtually from home. In this case, the educator will teach remote and physically present students at the same time using tools like video conferencing hardware and software.

Blended learning, on the other hand, combines in-person teaching with online learning methods. So, learners can listen to a lecture in a classroom and then take an online quiz right there or at home.[1]

Also, students can choose these learning types before beginning of an academic year depends on their condition. As we know, online learning is good one for those:

- who are not able to go far places for learning

- who has some financial problems
- who are struggling with their health problems
- who has willing to study under circumstances of overseas teachers who are masters of their work

- best option for people while quarantine

Game-based learning leads students to be creative and problem solver. Because, in this teaching process teachers put some extraordinary games to the classroom together to make lesson more enjoyable. This type of method is required by most students because they can work as a group or pair. They exchange ideas, gather information, find relevant solutions to problem and show result as a group. They not only complete their task quickly and efficiently but also would be able to communicate within a group.

There are some examples of game-based learning like:

- debate
- crossword
- puzzle games
- video games
- Hangman
- word order
- card games
- board games
- word games
- short questions

These games can be types of game based learning that can help students to broaden their knowledge of understanding new concepts.

However, there are some drawback of game-based learning which are:

- maintaining too much to the game instead of new theme
- it is not time consuming method as it takes too much for preparing game before school and while performing it
- it may not give good result as it is expected

Game-based integration strategies vary depending on the educator's philosophy of teaching, the unique abilities of the learners involved, the needs of the instructional program, and available resources. Some new practitioners of game-based learning may have difficulty conceptualizing how games are used during instruction.[2]

In a student-centered learning, teacher focus on student more than other times and this method gives students to two things which are what material they learnt and how they learn it. This method is crucial because it focuses on student's needs, their learning styles and some parts that are challenging for them.

A student-centred classroom may possess some or all of these qualities and may not work for every learning scenario. Some teachers and students may find student-centred

learning too chaotic, but testing out a healthy mix of teacher-centred and student-centred methods may be the key to success.[3]

However, there are some negative sides of student-centred learning which are physical depression, emotional damage. Why do I mention these because if teachers don't take their hand from shoulders of student they can not work they feel under pressure all the time. The worst thing is that they would not be able to work without pressure or force of someone. Also, there are students who are in a different level, teachers all the time communicate or work with them based on their level this may cause some problems around students it can also divide them into two groups. Students don't appreciate their classmates and compete with them. It causes to envying and they can not see other people's success in the future.

As we know in each lesson teachers have to change their method because it depends on theme. For instance, game-based learning stands with creativity and problem-solving. If it is grammar lesson or learning new vocabularies, it is better to use game-based learning because it makes lesson enjoyable for students. For reviewing or doing some exercises, the efficient way is using student-centred learning because students would be on the center of teacher's attention. They can ask help for the things that they are struggling with. However, blended learning is different from them as we mention it is flexibility. It can be used in each way and each theme, we can also use digital tools while performing lesson.

Theme-based content analysis (TBCA) is a qualitative method that provides useful, detailed information about user opinions or behaviour, and can also provide general indications of results in the user population by the grouping of data into meaningful categories. A number of different data collection methods can be used (e.g. short interview, open-ended questionnaire questions, observation) allowing the time and expertise of the virtual environment researcher to be most usefully employed, and the needs and abilities of the user population to be met.[4]

There are students who has introvert or extrovert character. How can teachers react to them? How do they get their attention to the lesson? Choosing appropriate method can help them to solve this problem. If you look to this three methods for introvert student I would probably use a student-centered learning. Because introvert students want peace and calm. They don't really talk too much say only focus on their work. For extrovert students, it is better to use game-based learning and blended learning. Because, they are unstoppable and cheerful they like communication. They feel comfortable and enjoy lesson. If teachers use these methods.

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