

## THE IMPORTANCE OF GAMES IN TEACHING ENGLISH IN ELEMENTARY SCHOOL.

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**Annotation:** *In this article examines the effects of interactive methods that are changing English language learning for elementary school student based on effective pedagogical methods, ebteractive methods, and programming age.*

**Annotatsiya:** *Ushbu maqolada boshlang'ich sinf o'quvchisi uchun ingliz tilini o'rganishni samarali pedagogik usullar, interfaol usullar va dasturlash yoshiga asoslangan holda o'zgartiradigan interfaol usullarning ta'siri ko'rib chiqiladi.*

**Аннотация:** *В этой статье рассматривается влияние интерактивных методов, которые меняют процесс изучения английского языка учащимися начальной школы на основе эффективных педагогических методов, интерактивных методик программирования и возраста.*

**Key words:** *generation, perfect process, interactive, teaching.*

Today, in our rapidly developing country, the demand for experts who master foreign languages is increasing day by day. Therefore, great attention is paid to teaching foreign languages to the young generation from preschool to higher education.

If we look back and summarize the past years, we will notice that we are experiencing a period of complete renewal and adaptation in education. In today's rapidly developing education, we need advanced pedagogical technologies as well as advanced teachers in order to ignite the embers of the students' hearts and develop them in every way. 'learning and teaching is a long and perfect process. It requires a person to work regularly and work on himself. It is clear that the use of various interactive methods in the process of teaching foreign languages to develop oral skills can make language learning an interesting and enjoyable activity. It is advisable to use educational games in the lesson to increase the richness of students' speech in a foreign language and its effectiveness. It is known from experience that the game expands the imagination when learning a new language, makes it possible to think and speak in this language. With the help of the game, you can restore forgotten words in memory. Games that can be played in small groups or as a whole team can be used during the lesson in the lesson or in group activities. Of course, this will not fail to bear fruit in its own way. A student feels a real sense of joy when he finds a solution to a problem while playing alone. Team games teach success and free speech.

Methods and methodology .Games or play-style exercises in a foreign language all open the way to the magical world of words. That's why I think that everyone who wants to be a real foreign language teacher should be creative, that is, not always using

the same games, adapting to the students' knowledge and changing their words every time. you can change, choose the appropriate one, create new ones, and generally make the lesson more interesting and enjoyable with the help of these games.

In such lessons and group activities, students never get bored and fully participate in the lesson, while looking forward to the next lesson. Below are some examples of games that I use for my English language learners in my spare time and recommend to my peers who want to become teachers in the future:

1. In the "Sunflower" game, students are divided into groups of 4-5 people. Based on the topic of the subject, the teacher throws one problem in the middle. Each group makes a sunflower, places a circle in its center and glues leaves. Depending on the topic, each group writes one common problem in a circle and sticks it on the board. During the allotted time, groups together write their thoughts on a leaf and place it on a flower with the problem of that group. This method can be used to explain, reinforce and repeat the topic, and to determine the knowledge acquired by students.

In our next game, the task will be performed in pairs. The first participant will say his name in a foreign language, and the second participant will say the name of his friend and add his name to it.

For example: First student: My name is Jeremie

Second student: His name is Jeremie and my name is Nicole. and the game continues like this. Such games can be played at the beginning of the school year with students who are just getting to know each other. Through this, they will learn their own and their friends' names in English.

What is your name? What is your hobby? and in the game, the participants sit in a circle. For this you need a small soft ball. In this case, the leader throws the ball to one of the participants. The student who received the ball should say his name and talk about himself. Then he throws the ball to another participant. The student who fails to fulfill the condition is out of the game.

1. My name is Ruslan. I like drawing pictures.
2. My name is Anne. I like reading books
3. My name is.....I like.....

In this case, sing (dance, playing football, listening to music, go to the cinema, go to the theater, playing chess) can be used. Team games.

The purpose of this game, which is played without using the word "Yes" or "No", is to expand the imagination of students, increase their creativity, and teach them to ask questions. 2 or more teams with 5 or 6 players participate in the game. The first participant of bin from the teams introduces himself and the members of the opposing teams answer him with a short "Yes" or "No"

they ask questions. And the player does not use the word "Yes" or "No" to these questions,

they should use other answer options instead. 1 question - the answer takes about 30 seconds

and is done very quickly. The player should not be given a chance to think. 30 to the questions of the player who is looking at the watch of the person controlling the game should check whether it is responding in a second or a minute. If the player for one minute If he answers the questions quickly without using the word "yes" or "no", he is the first point is considered to have collected, otherwise it is considered to be a loser. One point for the student who asked the question is added. The accumulated points are calculated by each student or team.

Questions to be asked may be:

Opponent: Do you have a cat?

Player: Of course!

Rival: Do you love him?

Player: If not!

Opponent: Is his color black?

Player: Absolutely

Second game:

Groupe adverse: Have you been to Tashkent? Joueur 2 : Of course!

Groupe adverse: Do you like that place? Joueur 2: I've never seen a place like this!

Groupe adverse: Did you watch the fountains? Joueur 2: I'm running out of time!

#### RESEARCH RESULT AND DISCUSSION

Team games are more complex and students can use dictionaries. But these games do not require special guides. The participants of the game will need paper and pencil.

"LET'S STUDY TOGETHER" technique. In this, the study group is divided into small groups. Each small group has an expert and teaches others. The goal of each group is to fully master the knowledge of the participants of all other groups.

The structure of the process of organizing work in groups using the "Let's study together" technique:

1. Depending on the level of knowledge, different types of groups consisting of 3-5 people are formed.
2. Each group is given one task.
3. A common task is distributed within each group.
4. Everyone performs a single task.
5. Mini-lectures of all group members are listened to. The general result is formed and it is prepared for presentation.

In addition to these games, the following types of exercises can be used to achieve the expected results:

1. Replace the pictures based on the given words.
2. Work in pairs, use the phrases in dialogues.

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3. Exercises that teach independent thinking (describe, draw or write the house or apartment of my dreams).

3. Listen to the dialogue and act it out.

4. Find the flaw in the picture. Find out what mistake the artist made and write a letter to him.

5. Listen to opinions and respond to them.

And even such exercises can be continued with a creative approach.

In conclusion, it can be said that in order to create a spirit of competition in the classroom, it is appropriate for the teacher to announce the results of the games once a month and hold the final competition. But it should not be forgotten that the most important thing in all games is not victory, but participation. I wish everyone a successful lesson.

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