



THE ROLE OF GAMES AND ACTIVITIES IN LANGUAGE LEARNING

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Annotation: This article explores the importance of games and interactive activities in the process of learning a foreign language. I discuss how games enhance motivation, communication skills, vocabulary retention and learner autonomy. The article also highlights practical examples of language games suitable for different age groups and proficiency levels. The findings suggest that games can significantly improve the effectiveness of language learning when used systematically and purposefully.

Key words: Language learning, educational games, classroom activities, communicative approach, student motivation, interactive learning, teaching methodology, second language acquisition, task-based learning, learner-centered instruction.

Today, the study of foreign languages is becoming an integral and most important part of global communication, professional development and education. While traditional language teaching methods are often adapted to grammatical rules and memorization of them, modern methodologies are aimed at increasing student activity, their motivation, and developing communicative competence. One such method is the use of games and interactive activities. Games facilitate the process of language learning, bring them in an interesting, effective and natural way.

The concept of games and activities

The role of games in language learning is understood as activities that are aimed at a specific didactic goal, have certain rules and encourage the student to actively



participate. Activities, on the other hand, are tasks that are performed together in the same group or in pairs, helping to develop language skills. They include role-playing games, discussions, problem situations, information sharing exercises, and creative assignments.

Pedagogical importance of games in language learning

Games increase students' interest in the classroom. Psychologists believe that in the process of playing, a person feels free and is not afraid of mistakes. This is an important factor in learning a particular language. If the reader is not afraid to make mistakes, he begins to speak freely and his oratory activity is activated. In addition, games increase motivation, reduce stress and fear, create an artificial language environment, and at the same time promote cooperation among students. For example, games such as "Word bingo", "Memory game", or "Guess the word" can be used to increase vocabulary. These games serve effectively in strengthening new words.

Regarding the role of activities in the development of language skills, there are four basic skills in language learning: listening and understanding, speaking, reading and writing. Properly organized activities help to develop all these skills together.

Role-playing games and discussions are important in the development of speaking skills. For example, role-playing games such as "chat in the store", "Interview", "book in the hotel" reflect real-life situations and prepare the reader for practical communication.

In listening comprehension skills, audio and video-based activities, as well as in-game listening exercises, increase the learner's ability to listen and understand. For example, exercises such as answering questions correctly after listening or continuing a story are effective.

Reading and writing skills are developed by group storytelling, drawing up text based on illustrations, or analyzing short texts in a playful way. In the process, Archers learn to express their thoughts freely.



For this reason, it is recommended to make extensive use of gaming and interactive activities in the modern language teaching process. The role of the teacher in the application of games and activities

The effective use of games and activities depends on the professional skill of the teacher. In doing so, the teacher must be able to clearly define the purpose of the game, take into account the age and level of knowledge of the students, be able to correctly distribute Time and at the same time involve all students in the process.

Also, the game should serve the aim of the lesson, not just remain a means of passing time.

Based on the opinion of scientists, Jeremy Harmer specifically emphasizes the motivational importance of games in Language Teaching. According to him: "Games help students to be active in the course of the lesson and encourage them to perceive language as a means of communication, and not by commitment. Harmer also notes that through the game, students begin to speak without fear of making mistakes, approach the natural language environment and are in a social emotional state. Harmer believes that games reduce the psychological barrier of students and increase their interest in language learning.

In addition, as we use different types of games in the process of learning a particular language, the work "Games for language learning" is one of the most popular sources on the use of games in language learning. The authors comment that:

"Games designed for language learning should not only be fun, but also serve a specific educational purpose."

They consider Games effective for the following purposes:

increase vocabulary wealth; strengthen grammatical structures; develop speaking and listening skills.

Conclusion:



In conclusion, games and activities are an important pedagogical tool in language learning. They increase the motivation of students, create a language environment and develop communicative competence. Properly selected and purposefully organized games make the language learning process effective and fun. Therefore, it is recommended to widely use games and interactive activities in the process of teaching a modern language.

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