

THE IMPORTANCE OF GAME TECHNOLOGIES IN ENGLISH LESSONS FOR PRIMARY SCHOOL STUDENTS.

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Abstract: In English lessons in primary schools, game technologies play an important role in making the learning process more interesting and effective. Through games, students actively participate in the language learning process, which increases their motivation and helps them better absorb new information. Game technologies, such as interactive programs, mobile applications and online platforms, provide students with the opportunity to communicate with each other in the process of language learning. This annotation discusses the importance of game technologies in English lessons in primary schools, their impact and benefits.

Keywords: Game technologies, english, primary grades, learning process, motivation, interactive programs, mobile applications, online platforms, communication, impact and benefit.

Today, great importance is attached to learning and teaching English in our country. We know that the use of modern innovative technologies and game methods in language teaching is effective. There are several effective methods for teaching foreign languages, in particular, English. In particular, you can use English videos, dialogues, movies or cartoons, and CDs during the lesson. The use of these technical means makes the process of learning a foreign language more interesting and effective for students. Here I would like to express my opinion on the game method in more depth. In order to develop the English language, English is taught in our country starting from the 1st grade. For grades 1-4, if the lesson is taught using computer materials in the form of games, the lesson process will be interesting and understandable for the student. A person usually achieves spiritual maturity through listening, speaking, seeing, and reading. In teaching foreign languages, it is necessary to improve the skills of listening, speaking, reading, and writing. In improving these skills, the role of the game method is incomparable.

It should be noted that all topics that should be covered according to the plan are taught to students, and games help make this process easier and more interesting. Reinforcing the topics covered and vocabulary words with the help of various games and crosswords arouses interest in the lesson in students. Game methods can be used in all classes. When using the game method, it is advisable for the science teacher to choose a game based on the age and knowledge level of the students in the class he is teaching. As a result of using the game method, students' memory is strengthened, they learn to be agile, resourceful, think quickly, concentrate and work as a team. For

example: Role-play - a role-playing game simultaneously implements speech, game and educational activities. Students play different roles in English.

The purpose of role-playing is to form and develop students' speaking skills. Since role-playing is based on interpersonal relationships, it meets the requirements set out in the draft national curriculum for general secondary education, while at the same time it arouses students' interest in thinking and speaking in a foreign language.

Games should be used in teaching English in all grades, but it is important to take into account that game materials and tasks differ from grade to grade.

Everyone knows that grammar plays a very important role in learning English for several reasons. Without grammar, you cannot learn to speak correctly, build phrases and sentences, even if you have an enviable vocabulary.

But in essence, grammar is just a set of rules, and learning them is not very interesting for many. What makes this difficult process easier is game methods. The teacher has a huge power in his hands that makes the learning process not only easier, but also more exciting and effective - these are games. With the help of games, students can learn even the most complex and boring grammar rules with pleasure. If games become an integral part of your lesson, your students will succeed in learning English. In our century, when computerization has become one of the first places in education, it is possible to increase students' interest in learning English with the help of various games. On the initiative of our esteemed president, it was decided to computerize all schools. This opens up huge opportunities for teachers and students.

Teaching foreign languages, especially English, is one of the pressing issues in the modern education system. It is important to organize the language learning process in an interesting and effective way for primary school students, and the use of game methods is of great importance in this regard. This article will discuss the essence of game methods, their advantages and methods of application.

1. The concept of game methods Game methods are a pedagogical approach aimed at actively involving students, increasing their interest and enlivening the lesson process. Through these methods, students master the language in a natural and free environment.

2. Types of games suitable for primary school students The most effective games for primary school students may be the following: Lexical games: Used to teach and consolidate new words. For example, through games such as "Memory cards", "Word Bingo", "Match the picture and word", students increase their vocabulary. Listening-based games: Students develop their listening comprehension skills by listening to and completing English sentences or tasks. For example, "Simon Says" or "Listen and point."

Pronunciation improvement games: "Tongue twisters", poems and songs are used to work on pronunciation. "Song games" are especially useful in this process.

Role play games: They allow students to communicate in English in a specific situation (in a store, at school, in a restaurant). These games are very important for learning a language based on communication. Action-based games: Games such as “Run to the word”, “Jump on the color” combine language learning with physical activity, taking into account children's need for movement. Flashcard games: help to remember words. Role play (role-playing games): develop communication skills. Memory games: increase the ability to remember. Songs and chants: improve pronunciation and expand vocabulary.

3. Advantages of game methods Game methods have the following pedagogical advantages: Motivation and Increases interest: Students perceive the lesson not as boring tasks, but as a pleasant activity. Improves emotional fund: Games help students feel free, reduce stress and fear. Provides socialization: Through group games, students cooperate with each other, which creates a language environment. Promotes multi-sensory learning: Knowledge is mastered more deeply through hearing, seeing, and doing. Develops creativity: Children have the opportunity to work freely with language through new roles, words, and situations.

4. Effectiveness of using game methods in the lesson For the effective use of games, it is recommended to adhere to the following methodological stages: Preparatory stage: The topic of the lesson and a game appropriate to the age of the students are selected. The goal is determined. Giving instructions: The teacher clearly and clearly explains the rules of the game. Game process: The teacher acts as an active observer and coordinator participates. Analysis and evaluation: After the game, the mistakes made by the students are reviewed and feedback is provided. When the teacher selects a game appropriate to the topic of the lesson and organizes it purposefully, students actively participate and consciously absorb knowledge. For example, games such as “word bingo” or “matching games” are very effective in learning new words.

5. Results achieved through games: The following results can be achieved as a result of using game methods: Significant increase in vocabulary and pronunciation; Confidence in communicating; Positive attitude towards the lesson; Active participation and development of creative thinking; Regular and active participation of students in the lesson.

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