THE EFFECTIVENESS OF USING GAME TECHNOLOGIES IN IN-DEPTH TEACHING OF ENGLISH LESSONS FOR PRIMARY SCHOOL STUDENTS

Maxmudova Nilufar

Abstract: This article examines the effectiveness of using game technologies in English lessons for primary school students. Games provide opportunities to increase students' motivation, make the lesson process interesting, develop social skills, and apply the language practically. The article presents the advantages and various examples of using game technologies, which will help teachers conduct lessons more effectively. Game technologies play an important role in making the process of learning English interesting and interactive.

Keywords: English, primary school, game technologies, motivation, social skills, lesson process, teachers, language learning, interactive education, learning effectiveness.

INTRODUCTION

Today, the ability to know foreign languages has become an integral part of our lives. Due to the high rate of cooperation with foreign partners among specialists in various fields, there is a high demand for language learning. People initially acquire such knowledge in preschool educational institutions and schools, and later in institutes, training courses or independently learn a foreign language. Success in achieving this goal depends on the practical methods and qualifications of teachers. The ability to use information technologies and modern teaching methods helps to quickly understand new material. By combining various methods, the teacher is able to solve specific educational programs.

English has become one of the main tools of global communication today. For primary school students, the process of learning this language is very important, because it is during this period that children's interest in the language is formed. Incorporating game technologies into the classroom is an effective way to increase students' motivation to learn English and develop their skills.

MAIN PART

Games make the learning process more interesting and interactive. For primary school students, learning English through games is more effective. Games offer the following advantages:

- 1. Increase motivation: Games attract children's attention and encourage them to actively participate. This, in turn, increases their interest in learning English.
- 2. Make the learning process more interesting: Games can make lessons more interesting and enjoyable. This helps children remember new material better.

- 3. Develop social skills: Many games are played in groups, which allows students to communicate with each other, cooperate, and develop social skills.
- 4. Practical application of language: Through games, students have the opportunity to apply language in a practical way. For example, new words and phrases can be learned through role-playing or word games.
- 5. Adapting the level of difficulty: By preparing games with different levels of difficulty, the teacher can conduct lessons that suit the individual needs of each student.
- 6. Rapid assessment of results: During the games, the teacher can quickly assess the progress of students and adjust the lesson process if necessary.

METHODOLOGY

Therefore, the following innovative methods can be used to teach English to primary school children in a meaningful and interesting way:

- •Memorizing through sight. It is known that young children remember objects they see more than information they hear. Therefore, the lesson should be taught through various visual aids, posters, and by writing on objects that are visible and often used in everyday life, teaching new words and composing sentences using the new words learned. For example, writing on books, tables, blackboards, pens, windows, and the like. Since such objects that are often used in everyday life are constantly in sight and are constantly used, the child learns these words involuntarily.
- •Singing words that are difficult to understand or remember to music through songs and poems. In this case, along with memorizing new words, the child's oral speech also develops. For example, it can be shown that children learn the English alphabet by singing, which is more effective than just memorizing.
- •TO includes most of the games that help to master competitive grammar and vocabulary. In this case, children perform various tasks given by the teacher. As a result, competition arises among students, and their interest in learning the language increases even more. After all, as Chinese thinkers say: "All human interests arise through competition."
- •Mixed techniques here we can optionally combine different techniques. For example, in this case, children can play games, sing songs, draw pictures, show new words through various actions. The advantage of the technique is diversity. In this case, the student is not limited to only one thing.
- •Teaching through cartoons. It is known that children are interested in watching various cartoons. While watching English cartoons, even if they do not understand the words in the cartoon, they try to understand the words used by the cartoon characters through their actions. This is an interesting and effective way for children to learn the language.
- •Learning through interesting games; The role of teaching through various games in teaching English is invaluable. Playing various games during the lesson increases

the enthusiasm for learning science in the classroom, and encourages even inactive students to participate better in lessons. The following games can be an example of our word.

•Teaching riddles to students with "Merry Riddles" is important in teaching English, they learn words that are unfamiliar to them and find the answer to the riddle.

Examples of using game technologies:

Here are some examples of using game technologies in English lessons:

- Word games: Students can play games like "Hangman" or "Scrabble" to learn new words. These games can help expand their vocabulary.
- Role-playing games: Students develop their English communication skills in real-life situations by playing different roles.
- Quizzes and quizzes: Students have the opportunity to reinforce the material learned during the lesson through quizzes at the end of the lesson.

LITERATURE ANALYSIS

"Today, for our country, which is striving to take its rightful place in the world community, for our people, which are building their great future in solidarity and cooperation with our foreign partners, there is no need to overestimate the importance of excellent knowledge of foreign languages," emphasized our first president Islam Karimov. One of the decisions that led to positive changes, especially in primary education, is the resolution of the First President of the Republic of Uzbekistan dated December 10, 2012 No. PQ-1875 "On measures to further improve the system of studying foreign languages". In accordance with this decision, in order to teach foreign languages, especially English, from primary school, and to further increase their interest in learning foreign languages, English lessons in general education schools, starting from the 1st grade, will be taught in the form of various interesting games, while also developing students' oral speech, and starting from the 2nd grade, the transition to teaching the alphabet, reading and grammar through modern, innovative methods has gradually begun. Recently, the number of people of all ages who are learning English has been increasing significantly. This is because it is becoming increasingly difficult to live without knowing English in the process of life. However, language learning also depends on the age. Scientists have even proven that children learn languages faster and easier than adults. The main reasons for this are the natural tendency of children to learn languages, the fact that they have a strong imitation ability, the fact that children have more time than adults, and the fact that they quickly memorize the information they have learned.

Indeed, learning a language through the senses is more useful and effective than other methods. For example, a student, while tasting just one apple, knows its color, taste, size, smell, and also says its English name. As a result, when the teacher asks the children the English names of the colors, the children immediately remember the

moment they ate the fruit. Therefore, using such methods helps the student retain information in their long-term memory.

CONCLUSION

The use of game technologies in English lessons for primary school students is important in developing their language skills and increasing their interest in lessons. With the help of games, children develop not only language, but also social skills. Therefore, it is necessary to expand game technologies to make English lessons more effective and interesting.

In conclusion, teaching language to primary school students should not be an obligation, but rather, using interesting games and innovative methods, which can serve as a foundation for their future knowledge. Therefore, since the education system also sets itself the task of educating a free-thinking, well-rounded, mature person, in the future we, future teachers, can contribute by developing more perfect ways to effectively use innovative technologies.

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