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Malika IBROHIMOVA,
Uzbekistan State World Languages University English teacher
E-mail: mibrohimova90@gmail.com

Based on the review of the head of department, Republican Scientific and Methodological Center for the Development of Education of the Republic of Uzbekistan, N. Ismoilov

THE ROLE OF USING GAMES IN TEACHING EFL FOR CHILDREN

Annotation

This article represents the innovative and efficient methods of teaching EFL for secondary school learners, including samples and usage of diverse activities, along with charts and illustrations, including diagrams for a detailed flow of interactive teaching methods. All given examples are tailored for learners' age, level, needs, and learning characteristics, ensuring a comprehensive understanding.

Keywords: word puzzle, word wrapping, labyrinth game, words from word game, riddles, tongue twisters

BOLALAR UCHUN INGLIZ TILINI O'QITISHDA O'YINLARDAN FOYDALANISHNING O'RNI

Annotatsiya

Ushbu maqola o'rta maktab o'quvchilari uchun ingliz tilini o'rgatishning innovatsion va samarali usullarini, jumladan, turli faoliyat turlaridan va namunalardan foydalanishni, jumladan, interfaol o'qitish usullarining batafsil oqimi uchun diagrammalarni taqdim etadi. Berilgan barcha misollar o'quvchilarning yoshi, darajasi, ehtiyojlari va o'rganish xususiyatlariga moslashtirilgan bo'lib, har tomonlama tushunishni ta'minlaydi.

Kalit so'zlar: so'z boshqotirmasi, so'zlarni o'rash, labirint o'yini, so'z o'yinidan so'zlar, topishmoqlar, til burmalari

РОЛЬ ИСПОЛЬЗОВАНИЯ ИГР В ОБУЧЕНИИ ДЕТЕЙ АНГЛИЙСКОМУ ЯЗЫКУ

Аннотация

В этой статье представлены инновационные и эффективные методы обучения английскому языку как иностранному (EFL) учащимся средней школы, включая примеры и примеры различных упражнений, а также схемы и иллюстрации, в том числе схемы для подробного описания интерактивных методов обучения. Все представленные примеры адаптированы к возрасту, уровню, потребностям и особенностям обучения учащихся, что обеспечивает всестороннее понимание.

Ключевые слова: словесная головоломка, перенос слов, игра-лабиринт, слова из словесной игры, загадки, скороговорки

Introduction. Nowadays, as we live in the 21st century of modern technology, our interest to learn languages is more developed than in the past. Teaching and learning foreign languages play an important role in our lives. We have a problem finding an easy way to educate the pupils in foreign languages. Many people believe that incorporating games and visual aids into English lessons helps both teachers and pupils better understand the subject. Most teachers prefer to teach pupils using new methods of teaching. We know that these new methods of teaching are very advantageous.

Literature review. As teaching EFL is always one of the most significant points in the science, Pinter A. mentioned in his book "Children learning second languages" (2011) that, while teaching English, we have some problems with how to teach pupils. Teachers prefer to use effective ways as interactive methods (working together in a large group or a small group, working with a partner or oneself)[1]. They use visual aids as pictures, presentations, short situations, cards, charts, role plays, and games to motivate the pupils during the lesson.

Research Methodology. Most teachers pay attention to enlarging their learners' vocabulary, because knowing many words is the key to learning the four skills (reading, writing, listening, speaking). There are many types of exercises, like games, riddles, and tongue twisters, to use during lessons as a time saver. All these exercises can help to achieve our aims,

which make students keep talking fluently and writing accurately.

Analysis and results. Children love playing games, especially ones that involve problem-solving. Playing games with a group or in pairs is a simple and effective way to practice language meaningfully in a fun way. I want to show some games which we can use during English lessons to improve the skills (reading, writing, speaking, listening).

We know that vocabulary plays a great role to learn all these four skills. So we should pay attention to expanding the younger generation's vocabulary. Some children always suffer from mixing the letters of the word. We can use the game of writing letters of the word correctly in order to help them not confuse the letters. We should change the place of letters in the word.

EPENHALT-ELEPHANT

The next game is a word puzzle. In this game, learners should find more words from the chart below:

C	H	D	O	G	P
A	E	C	O	W	I
T	N	S	K	Y	G
A	E	H	O	M	E

The game of word wrapping can help to improve both memory and speaking. To play this game, we need some paper and write some words that are connected with each other, and help to make short situations on each paper. Then we ought to

wrap it, then join the next papers. If all papers are wrapped and joined with each other, you throw them to one of your students, he or she must open the wrapped papers and read the words that are written, keeping the word in memory, and they must throw

The game labyrinth is also very interesting. Children may take pleasure and can learn by heart the weather of the day.



To play this game, you should put the emblem on the word <<go>> and move it according to the weather which is written below: It is raining, snowing, hot, thunder, shining...

The player can find the way home at the end of the game. The game of making more words from one long word is also useful:

RELATIONSHIP

SHIP, PEN, HEN, TEN, HAT, TIE, NOSE, SON, RELATION, ROSE.

Furthermore, all the abovementioned exercises are vital for practicing English vocabulary.

The exercises, which include riddles, tongue twisters, and quick answers for questions, are an effective way to improve their pronunciation and creative thinking [2].

Tongue twisters have many useful sides to pronouncing letters and sounds fluently. Teachers will be in difficulty while teaching EFL. Most learners have difficulties pronouncing the digraphs and diphthongs. In order to improve pronunciation, learners may need to build up unused muscles in their mouths and build the habit of making sounds correctly. Tongue twisters in which difficult sounds are repeated or contrasted are the calisthenics of pronunciation practice.

Choose the tongue twisters that practice the sounds you are working on. Repeat them three to five times daily. Start saying them slowly, and as your pronunciation improves, say them more quickly.

We can use the following tongue twisters:

1. Children cheer for cheeseburgers and chocolate.
2. Theo thumped Thelma's thumb.
3. Whitney whistles at wheels and whales
4. Sherry shivers when she showers.
5. Drew draws dragons dropping drinks.
6. Smart Silly smells smoke.
7. The sheep on the ship slipped on the sheet of sleet.
8. Quite nice white mice
9. How now brown cow
10. Thirty thousand thirsty snakes thirstily drank three thousand lakes.

Using the game "Merry riddles" is also advantageous as others, as it helps the learners keep the new vocabulary in their memory. It gives fun, they may have a rest and try to find the answers with pleasure. There are some examples:

1. What is white when it is dirty and black when it is clean?
2. What goes up when rain comes down?
3. What gets wetter and wetter the more it dries?

it to another student. When all papers are opened, they must make up short situations orally with the words that they read. This game helps children to keep speaking in English.

4. What goes around the world but stays in a corner?

5. What month has 28 days?

Solutions to the riddles

1. a blackboard. 2. an umbrella. 3. a towel 4. a stamp 5. all of them

The activity "Quick answers" is used to review the text about countries, their sights, and the climate. The teacher should divide students into two or three groups. They give questions to the next group, and they must answer them quickly.

Questions may be:

1. What is the capital of England? London
2. What sights are there in England? Tower of London, Big Ben...
3. What is there on the north side of London? The National Gallery
4. What is called the heart of America? Washington
5. What are the largest cities in the USA? New York, Los Angeles...

Then we can use the following exercises as "Creative problem solving". The teachers read the text till its peak point, where the problem is given and the students should solve it. We can use the text below:

One day, old Jack told his son to follow him because he wanted to build a fine castle. While they were walking, the old man said to his son, "Can you shorten the way for me?" His son answered in the negative, and his father ordered him to go back home.

When he told his wife why he had come home alone, his wife solved his problem, but how?

They solve it in this variant:

His wife told him a story, and he repeated it to his father. When he finished his story, they would come to the end of their journey. The story could shorten the longest road.

Conclusion. Children may wish to play games purely for fun. Teachers need to consider which games to use, when to use them, how to link them up with the syllabus, textbook, or program, and how, more specifically, different games will benefit them in different ways. It is very important not to play a game for too long. Students will begin to lose interest. The more students laugh, the more they enjoy, and the more they enjoy, the more they will learn. What's more, all interactive methods are an efficient way to teach the learners. They will help to motivate and encourage them with their work and activities. If the lesson motivates, the students can be active and show their ability.

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