

USING GAMES TO TEACH YOUNG CHILDREN ENGLISH LANGUAGE

Safarova Zulfiya Karimovna

University of Economics and Pedagogy (NTM)

Department of Foreign Languages, Russian language teacher

Normurodova Ozoda Rustambek qizi

University of Economics and Pedagogy, Faculty of Foreign Languages and

Physical Culture, Russian Language Course 192-22 group, Second Year Student

ABSTRACT

This article is very useful for English and other language learners. The main method is playing games, which helps to improve the language learning process. The informations were written by using information from various journals and books.

Keywords: Games, teaching, improving, language acquisition, creative, awarenesses

INTRODUCTION

Teaching English to young children can be a challenging task, but incorporating games into the language learning process can make it fun, engaging, and effective. This article explores the benefits of using games as a teaching tool for young children learning English, highlighting how games can enhance language acquisition, promote active participation, and foster a positive learning environment. Even though some teachers have decided to use games as parts of the instructional approach or demonstration, most of them would not hold the same idea about games. Particularly, those teachers who have included games as their teaching technique might not use them to their potential.¹

FINDINGS

Utilizing Games to Teach English Language to Young Children. Every student does wish to play games purely for fun and nothing more than that. Different from the students, teachers strictly need appropriate and convincing reasons before including games in their lecture.²

- **Creating a Playful Learning Environment**

Games create a playful atmosphere that encourages young children to actively engage in the learning process. By incorporating elements of play, such as colorful visuals, interactive activities, and friendly competition, games capture children's attention, stimulate their curiosity, and motivate them to learn English.

¹ Hong, L. (2002). U Marzano, R. J. (2010, February). The Art and Science of Teaching / Using Games to Enhance Student Achievement. Retrieved January 22, 2016, from ASCD: Educational Leadership: <http://www.ascd.org/publications/educational-leadership/feb10/vol67/num05/Using-Games-to-Enhance-Student-Achievement.aspx>

² Hong, L. (2002). Using Games in Teaching English to Young Learners. The Internet TESL Journal.

- **Vocabulary Acquisition**

Games provide an interactive platform for young learners to acquire and reinforce vocabulary. Through games, children can associate English words with visual cues, sounds, and actions, making the learning experience more memorable and enjoyable. Vocabulary games such as memory matching, word puzzles, and flashcards can be effective in building a solid foundation of English vocabulary.

- **Language Skills Development**

Games offer opportunities for young children to practice and develop various language skills, including listening, speaking, reading, and writing. Language-based games such as "Simon Says," "I Spy," or "Storytelling Relay" encourage children to listen carefully, follow instructions, and express themselves in English. These games promote language fluency, comprehension, and communication skills.

- **Grammar and Sentence Structure**

Games can also be used to introduce and reinforce grammar concepts and sentence structures. Through interactive activities like board games, sentence building games, or role-playing games, children can practice using correct grammar and sentence patterns in a meaningful and contextualized way. This helps them internalize grammar rules and develop grammatically accurate English language skills.

- **Cultural Awareness and Communication**

Games provide a platform for young children to explore and appreciate different cultures and perspectives. By incorporating culturally diverse games or activities, children can learn about customs, traditions, and values of English-speaking countries. Additionally, games that encourage collaboration and communication among children foster social interaction and improve their English language communication skills.

- **Assessment and Progress Monitoring**

Games can serve as a formative assessment tool to gauge children's language proficiency and track their progress. Observing children's participation, language use, and understanding during games can provide valuable insights into their language development. This information can guide teachers in tailoring instruction and identifying areas for further support.

CONCLUSION

Incorporating games into English language teaching for young children offers numerous benefits. Games create a playful and interactive learning environment, enhance vocabulary acquisition, develop language skills, reinforce grammar concepts, promote cultural awareness, and provide assessment opportunities. By making English language learning enjoyable and engaging, games can motivate young children to actively participate and excel in their language acquisition journey.

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