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THE ADVANTAGES OF USING GAMES IN ENGLISH LESSON
Annotation

In recent years, incorporating games into English lessons has gained popularity among educators. These interactive activities not only make learning enjoyable, but also provide a number of benefits that improve students' language skills. This article examines the benefits of using games in English lessons and highlights their positive impact on language acquisition.
Key words: Language preservation, target grammar, language retention, interactive approaches, incorporating games.

ПРЕИМУЩЕСТВА ИСПОЛЬЗОВАНИЯ ИГР НА УРОКЕ АНГЛИЙСКОГО ЯЗЫКА
Аннотация

В последние годы включение игр в уроки английского языка приобрело популярность среди преподавателей. Эти интерактивные занятия не только делают обучение приятным, но и предоставляют ряд преимуществ, улучшающих языковые навыки учащихся. В этой статье рассматриваются преимущества использования игр на уроках английского языка и подчеркивается их положительное влияние на овладение языком.
Ключевые слова: Сохранение языка, удержание языка, целевая грамматика, интерактивные подходы, включение игр.

INGLIZ TILI DARSLARIDA O'YINLARDAN FOYDALANISHNING AFZALLIK TOMONLARI
Annotatsiya

So'nggi yillarda ingliz tili darslariga o'yinlarni kiritish o'qituvchilar orasida mashhurlikka erishdi. Ushbu interfaol mashg'ulotlar nafaqat o'rganishni qiziqarli qiladi, balki o'quvchilarning til ko'nikmalarini yaxshilaydigan qator afzalliklarini ham beradi. Ushbu maqola ingliz tili darslarida o'yinlardan foydalanishning afzalliklarini ko'rib chiqadi va ularning tilni o'zlashtirishga ijobiy ta'sirini ta'kidlaydi.
Kalit so'zlar: Tilni saqlash, tilni ushlash, maqsadli grammatika, interaktiv yondashuvlar, o'yinlarni kiritish.

Introduction. In recent years, educators have increasingly used innovative teaching methods to increase student engagement and retention. One such method that is gaining popularity is the integration of games into English lessons. Games offer a fresh and interactive approach to language learning, tapping into students' natural inclination to play and explore. The given information below explores the many benefits of incorporating games into English lessons, highlighting how they can increase student motivation, improve language skills, promote social interaction and create a vibrant and effective learning environment. By harnessing the power of games, teachers can unlock a world of learning potential and pave the way for truly exciting and enjoyable English language learning.

Literature Review. The use of gaming technology in foreign language instruction is very important. Children are enthralled with the game, which also shapes their interest in the subject and simplifies difficult content. When students take an active role in the process, learning becomes more successful. While there are many strategies to get kids moving, play and creativity seem to work best. Children may acquire language and develop oral communication abilities at a level that is appropriate for them with the aid of engaging activities, games, and rhymes [1]. Games are becoming an essential component of learning English. If a game is used to help pupils memorize, repeat, consolidate, or assimilate knowledge, the process becomes engaging. Playing the game also allows you to practice what you've learned, which boosts students' motivation to study English. This is another benefit of the game.

Students can enhance their abilities in various speaking activities by using games. Games can be used to break up the monotony of control work, to reinforce new content at the conclusion of the lesson, to initiate cognitive activity at the beginning of the class, or to switch up the activities throughout the lesson. The conversational aspect of games is one of its benefits. Games can be played in groups, amongst teams, or throughout the class. Every situation involves students interacting closely with one another, which teaches them how to work together, compete without being aggressive, accept failure, and take responsibility. Playing games in the classroom fosters student engagement with the target language and facilitates achievement.

Research methodology. Games help with a number of objectives, including preparing kids psychologically for English speech communication, correcting and repeating language, and teaching them how to choose the appropriate speech choice.

Games fall into a number of categories, including spelling, grammatical, phonetic, lexical, and creative.

Two groups can be formed based on the kind of game:
1) competitive (teams or players engage in rivalry);
2) collaborative (teamwork is required to accomplish the game's objective).

There are a ton of diverse games available. These days, it is not hard to locate a fun game on specialized educational websites, in methodological books, or in digital resources.

Additionally, a teacher might address the problem of employing games imaginatively by creating a variety of engaging game activities for their pupils.

This is an illustration of a competitive team activity that tries to increase students' vocabulary and may be used to assess their understanding of terms that are meant to be memorized on a certain subject.

For instance, you can draw two enormous baskets on a whiteboard to explore food-related issues. There are two groups in the class. Kids should 'put' fruits in the second basket and veggies in the first.

It is a turn-based activity where players from both sides approach the board and put one word into their basket. You may assign each team a specific length of time, and then observe which team adds more words in that period of time [2]. An interactive whiteboard, separated into two sections with the picture of lovely baskets, may be used to add additional color to the game. Kids can use special markers to write sentences into the baskets.

The game may potentially be made simpler by splitting the board into two halves rather than utilizing any graphics. However, the game's attraction will diminish somewhat with the absence of brightness, color, and unique special effects.

As such, you should make an effort to utilize the features of contemporary digital technology while using gaming technologies in the classroom. Contemporary electronic tools assist teachers accomplish their goals, make gaming technology more approachable, engaging, and thrilling, and facilitate their job.

The game serves as the catalyst for the child's cognitive activity, which is derived from the child's natural propensity for activity and growth. The psychological ways of children's growth should be considered by the instructor when planning games. For example, all children should present in games to get the fundamental organizational abilities needed to lead cooperative gaming activities [1].

Analysis and results. Playing during an English lecture helps students improve their reading, writing, listening, dialogic and monologue speaking, as well as their cognitive and educational abilities. It also greatly boosts their enthusiasm in the topic. However, it is every teacher's responsibility to make their topic their passion.

It should be remembered, nevertheless, that the game shouldn't become its own goal. The advantages of games are negligible if they are solely utilized for amusement, relaxation, and enjoyment.

These are some of the purposes of the game, however they are not the primary or main ones. Regretfully, people forget about this occasionally. The game serves just as a form or a shell; its real goal should be to educate players how to master various speech activities for communication [3].

El Shamy in defines a game as a "competitive activity played according to rules within a given context, where players meet a challenge to achieve an objective and win". Language games comprise many factors such as rules, competition, relaxation and learning in particular. Rules have to be clear, few and well-explained so as no difficulty is faced. They are designed in different levels as well as topics that suit different students' levels what make them enjoy all together and gain the best results. Using games in the process of language teaching-learning is not restricted for any language level; it helps all students to feel comfortable and more confident in acquiring a new language. However, this technique is much more applicable and beneficent with beginners of interest in the present research. [4]

There are some benefits of using the games through teaching process:

1. Increased motivation:

Games create a fun and engaging learning environment that captures students' attention and enthusiasm. By making learning an enjoyable experience, games increase motivation, which leads to greater participation and active engagement in the lesson. This increased engagement improves students' overall language learning experience.

2. Improved language preservation:

Through games, students have the opportunity to practice language skills in a meaningful context. They can apply grammar rules, vocabulary, and language structures while playing, improving language comprehension and retention. Games often include repetition and reinforcement, which helps cement language concepts in students' minds.

3. Advanced Communication Skills:

Games promote interaction and communication between students. Whether it be board games, role-playing games or team games, students are encouraged to use English to express thoughts, ideas and strategies. This helps develop oral communication skills and increases students' confidence in using language in real life situations.

4.Increasing vocabulary:

Games often include word games, vocabulary games, and word association exercises. Consequently, students are introduced to a wide range of new words and phrases, expanding their vocabulary in a dynamic and enjoyable manner. Repeated use of vocabulary in different contexts helps reinforce word meanings and improve students' language proficiency.

5. Target grammar practice:

Games can be designed to focus on specific grammatical points or language structures. By integrating grammar rules into game mechanics, students can practice them and strengthen their understanding of these concepts. This deliberate practice allows students to internalize grammatical rules and use them accurately in speech and writing.

6. Development of critical thinking and problem solving skills:

Many games require logical thinking, strategic planning and problem solving. By incorporating these elements into English lessons, students develop critical thinking skills and learn to think analytically. They are encouraged to make decisions, evaluate options and find solutions, developing their cognitive abilities along with language development.

Sometimes educators feel weighed down by assigned curricula and need to come up with new ideas and interesting activities. In language classes, learners feel stressful because they think that they have to master the target language that is unknown to them. Besides, learners become too anxious about being criticized and punished by their teachers when they make a mistake [4]. Games are advantageous at this point because they reduce anxiety, increase positive feelings and improve self-confidence because learners are not afraid of punishment or criticism while practicing the target language freely [5].

Games offer students a fun-filled and relaxing learning atmosphere. After learning and practicing new vocabulary, students have the opportunity to use language in a non-stressful way [6]. While playing games, the learners' attention is on the message, not on the language. Rather than pay attention to the correctness of linguistic forms, most participants will do all they can to win. This eases the fear of negative evaluation, the concern of being negatively judged in public, and which is one of the main factors inhibiting language learners from using the target language in front of other people [5]. In a game-oriented context, anxiety is reduced and speech fluency is generated--thus communicative competence is achieved.

Using games in English lessons provides numerous benefits that make language learning easier. By increasing motivation, improving language retention, improving communication skills and promoting vocabulary acquisition, games create an interactive and fun learning experience [7]. Our experience creating a competition for our students taught us that games stimulate communicative skills and this is one of the most and attractive ways of teaching English language. Competitors revealed that they felt less afraid of using their English during game play. Observations show that they were more willing to ask questions and think creatively about how to use English to achieve the goal. The competition gave students a natural opportunity to work together and communicate using English with each other. Furthermore, by integrating playing and learning, students practiced the learned linguistic knowledge in a vivid and meaningful context. Many came to understand that they could successfully use English to accomplish a variety of tasks. And finally, the competition stimulated their interest in foreign culture. As Uberman writes, "Games encourage, entertain, teach, and promote fluency and communicative skills. If not for any of these

reasons, they should be used just because they help students see beauty in a foreign language and not just problems that at times seem overwhelming". [6]

Conclusion. In addition, games encourage deliberate grammar practice and develop critical thinking and problem-solving skills. Thus, incorporating games into English teaching is an effective approach that will make lessons more enjoyable and improve students' overall language proficiency.

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