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INTERESTING GAMES IN ENGLISH LESSONS

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ABSTRACT

This article talks about games and their types, which are useful for interesting teaching and learning of foreign language classes. Necessary and important game methods are mentioned for the students and the teacher to conduct the lesson interestingly.

KEYWORDS

Teaching method; team; game; bingo; category.

INTRODUCTION

The role of teaching through various games in teaching English is incomparable. Playing various games during the lesson increases the enthusiasm for learning science in the classroom, encourages passive students to better participate in the lessons, and creates an environment of competition and teamwork among

students in the classroom. It also increases students' respect for their teachers.

Last Man Standing

This game is a quick game. But it gives readers some time to think. This game encourages cooperative learning, that is, while other students are talking, the

rest of the students are thinking of words themselves. We need a ball to play the game. And all students should stand in a circle. We will have to choose a topic. For example: Things found in a kitchen, food, profession, etc.

The game starts by throwing the ball to a student. That student says an English word about the topic and throws the ball to the next student. Each student who receives the ball will have to say something about this topic. If they repeat the words they were told or can't find the words within a few seconds, they leave the game and watch the game sitting down. Don't worry, they will still be learning.

We can change this game a little differently. Instead of talking about a topic, each student can talk about a different topic to the next student. For example, you can start the game by saying "say something red". The first student who catches the ball can say "strawberry" and choose a topic to throw the ball to another. This makes the game a bit more complicated, because before the student can think of a word, he must know what subject word he should think of.

Most English speakers are familiar with the drawing game.

For the purpose of drawing, we can use a regular whiteboard or a white magnetic board. Divide the class into 2 groups and draw a table on one side of the board for each team. We will write down the scores of the

teams here. One person from team A comes out. And he chooses one of many upside down words and draws this word on the board. And others will have to find it. The team that found the word correctly first will be awarded a point. The team with 10 points is the winner.

Charades is similar to Pictionary, but the main difference is that actions are used instead of pictures to represent words. This game is very useful when our students are lazy, bored and sleepy. We will wake them up and move them!

We write words on paper cut into several rectangles for students to choose. Verbs are much easier to express. But we can use words that are a little more complicated, but that all students know.

We will divide the class into two teams. And one student from each team chooses a piece of paper with a word written on it and expresses it with an action. The members of the team will have to find that word within three minutes. One point is given for each correct answer. The team with 10 points is the winner.

Taboo words

Taboo words helps students use synonyms and word charts. The class is divided into two groups and the teams sit facing each other. Each team chooses one person from their team to sit on the chair opposite them. The teacher stands behind the students and holds a word written on a large piece of paper. The

students sitting in the seats should not be able to see this word.

The member of the team sitting in the seat will have 3 minutes to say the word you are holding. The main thing is that they should not use this word at all.

Advice for playing in large classes. If there are more than 12 students in your class, it can be a bit noisy and chaotic during the game. In this case, you can divide everyone into small groups of 5-6 and participate only when it's their turn.

20 Objects

Test your students' memory and vocabulary with this game at the same time. All you need is a blackboard and 20 classroom supplies. You can even use your own bag or carry-on items.

Put all the items on the table and ask your students to call them all and look at them. Then cover everything with paper (or something similar) after a minute. Ask all your students to go back to their seats and write down in English what they remember on a piece of paper. When everyone has finished, write the list of items on the board and ask students to check themselves. Alternatively, you can ask them to read the words one by one and mark the correct ones.

After playing this game once, students will be begging to play it again and again! And this game is a great way to make the most of the extra minutes.

Ask each student to draw 6 columns on a piece of paper. You can choose a category (topic for a word) from the last visited topics. The most commonly used categories are food, names, cities or countries, furniture or appliances, work or clothes.

Choose any letter and write it on the board. Give your students some time to write the words that start with that letter in the columns. You can restart the game as many times as you want with other letters.

Make a list of the last words your students have learned. And write a word on the board by confusing the letters. Give your students some time to find the word with the letters in the correct order. The student who finds the word first is the winner.

What Am I Thinking Of?

Divide students into pairs. Each student should write 5-10 words describing an object on a piece of paper. When time is up, students switch sheets and try to find what their partner has described. The first team to find the words correctly wins.

Word Bingo

This game requires some preparation to play, but it's worth it. Make 4×4 bingo cards and write words in each box. Distribute these to the students (each must be unique) and have the students mark the words as you read the words. The first student to mark the words on the entire page is the winner.

There are several types of bingo game.

Picture Bingo: Use pictures on a bingo card and read the words associated with those pictures.

Synonym Bingo: Get your students thinking by saying the synonyms on the bingo card.

Antonym Bingo: Like synonyms, only students will have to look for words that have opposite meanings, not synonyms.

These games are equally useful for students learning foreign languages. The reason is that not all students are quick learners, talented and intelligent. These games keep all the students in the class equally interested in the lesson. It is appropriate to conduct effective lessons with the game method.

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