ROLES OF THE GAMES IN TEACHING FOREIGN LANGUAGES

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Abstract: The article is about advantages of games in teaching foreign languages. In this article author writes about teaching process and how to use the games during lessons. In this article importance and enhancing of the teaching leaners with games also illustrated.

Key words: games, teaching foreign languages, language skills, teaching methods and techniques.

Аннотация: Данная статья посвящена преимуществам игр в обучении иностранным языкам. В статье автор описывает процесс обучения и способы использования игр на уроках. Также рассматривается важность и эффективность игр в обучении учащихся.

Ключевые слова: игры, обучение иностранным языкам, языковые навыки, методы и техники обучения.

Annotatsiya: Ushbu maqolada chet tilini o‘qitishda turli xil o‘yin turlaridan foydalanishning foydali jihatlari yoritilgan. Muallif o`z maqolasida chet tilini o‘rgatish jarayonida o`yinlarning ahamiyati va muhimligi haqida ham to‘xtalib o‘tgan.

Kalit so‘zlar: metodlar, chet tilini o`qitish, o`yinlar, til o`rganish ko`nikmalari

Introduction

At the present time teaching and learning foreign language are developing day by day. Using different games and during teaching progress develops effectiveness of foreign language lessons. Various games in methodology improve skills of leaners. There are several advantages of utilizing them in language learning lessons. The scientists Rafael Prieto de Lope, F.L. Gutiérrez Vela wrote about pros of the games in their books. They mentioned games:

- reduce reaction time
- improve hand-eye coordination
- increase self-esteem
- improve spatial conception
- encourage interactive learning
- motivate learning through challenges
- stimulate exploratory behavior and the desire to learn
- permit simulators so that users can practice without any real consequences
- improve social skills and basic math
- articulate abstract thinking
- improve cognitive skills

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Teaching though games in teaching foreign languages mostly encourage leaners to study hard, or to increase the ability of knowledge in all sphere of various process. There are some activities which can be used in teaching leaners. Using different games during the teaching foreign languages motivate leaners well. Some games can be played using only one list of words, while others work well as review exercises by including all of the vocabulary learned thus far. Most games to improve memory of leaners assist leaners to use them without difficulties. Here some games can be used to teaching different aged leaners. The game is called **"Around the room".**

1. Around the classroom, the students form a circle.
2. In the center of the circle, the teacher puts two to three chairs.
3. The teacher reads aloud the Source Language vocabulary list.

4. The pupils circumnavigate the chairs gently in a clockwise direction. The word being read must be translated into the target language (TL) each time a pupil is face to face with the teacher.

5. The pupil continues to move forward if they do not have the correct translation.

6. When a student says the correct word, he or she sits down on the first chair.

7. The second student who properly translates a word moves to the second chair, the third student moves the other two students over by one seat, and so on. The initial three seated students are eventually reincorporated into the circle one by one.

8. The three winners are those who are seated when the teacher reaches the end of the vocabulary list.

"Draw That" is game which does not require board or note- books. students are forced to find drawings and symbols to convey the words. This activity is the perfect segue to note-taking as a memory aid for young leaners. Also, several pictures and diagrams can be used.

1. The teacher prepare card with vocabulary about a theme.
2. Students are divided into two or three groups.
3. A player in the first team choose the word
4. The player should draw the picture on the whiteboard.
5. Another player should guess the exact word before time runs o

"Fly-Swatting" is game which is expressed idiomatic expression or proverbs are of the most difficult elements for non-native speakers of a language, and for interpreters striving to achieve full command of their working languages.

1.The teacher writes selected words and idiomatic expression from the vocabulary already covered in class on the whiteboard in the SL.

2.Students are divided into two groups. Each group lined up facing the whiteboard

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3.The teacher explains the definitions of the terms on the whiteboard that is also in source language.

4. The players must find the word that matches the definition or synonym in the medley of words.

On the Whiteboard	Clues
"The apple doesn't fall far from the tree.''	"Children inherit many characteristics from their parents." Similar expression: "A chip off the old block."
All that glitters is not gold.	Meaning: Something that appears valuable or true may not be.
When in Rome, do as the Romans do.	When you visit a new place, leave all judgments behind and embrace the local ways of life.

Teachers and students can quickly review vocabulary in an engaging and stress-free way. Such games help leaners learning foreign languages easily and effectively.

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