

USING GAMES IN THE CLASSROOM

Mirzayeva Mahbuba Mamajonovna, PhD,

The methodology of teaching English department, Fergana State University

Mukhtorova Gulchiroy, student,

The methodology of teaching English department, Fergana State University

Abstract - This article highlights the benefits of using games and the engagement between lessons and educational games in the class.

Annotatsiya-Ushbu maqola o'yinlardan foydalanishning afzalliklari va sinfdagi darslar va ta'limga oid o'yinlar o'rtasidagi bog'liqlikni yoritadi.

Аннотация-В этой статье освещаются преимущества использования игр и взаимосвязь между уроками в классе и обучающими играми.

Key words- educational games, using games in the classroom, self- motivation, critical thinking.

Introduction

Educational games in the classroom can bring high levels of engagement to students during the learning process. When students engage in an educational games in the classroom, their self-motivation increases, leading to better participation and the capability to form connections and positive sides of learning. Futhermore , It can help teachers to understand better than ever where their students are learning more effectively and continuously, collect feedbacks on how a lesson could be more productive, and know exactly which students need additional teacher support. All in all, using games in the classroom is an effective way to assess students pre, while, or post stages of a lesson.

Firstly, I should pay attetion to the beneficial sides of the using games in the classroom:

- Games provide some learning styles to fit every type of learners
- Games can teach important critical thinking skills
- Classroom games provide us with social-emotional learning through education
- Games help students focus on time management
- Classroom games boost self-motivation

Now we will introduce some example games to help students with research, study and memory skills:

1.Name of the game: Studying contest

Target of the game:This game can help students study lesson content and quickly analyze information, make it useful for reviewing test materials.You draw two circles on the blackboard or projector screen and label one "Yes" and the other "No."

Game instruction: Separate students in two teams and call one as a representative from each group to listen to a statement and decide whether it's true or false. The first student who taps the circle with the correct answer wins for their team

2. Name of the game: Find the object or image

Target of the game: In this physical activity, students can learn research skills while learning the components of a classroom. You provide a list of objects or images in the classroom and set a timer for three minutes while students search for them. You can also hide mathematical equations around the room and instruct students to solve them within the fixed time. It may be helpful to provide extra guidelines to find objects to encourage teamwork and constructive exploration.

3. Name of the game: Finish the sentence

Target of the game: You can utilize this game to teach students memorizing and concentration skills, certainly if they're at a middle school grade level. You write half of a sentence on the blackboard like "I'm leaving for a vacation and bringing," followed by a space to continue the other half.

The first student adds an item to a list such as "I'm leaving for a vacation and bringing my dog." After that, each student repeats all previous additions before including their own words.

Conclusion

To conclude I can say that classroom games aren't only a fun addition to lesson but they can also help teachers form better relationships with their students while helping them improve necessary skills. Many classroom games can be adapted to suit your curriculum and the grade level of your students so you can introduce an activity that's right for your classroom. Besides that using games in the classroom can be a highly effective and engaging way to enhance learning. Games can help students develop important skills such as critical thinking, problem-solving, teamwork, and creativity. They also provide a fun and interactive way for students to apply and reinforce their knowledge. educators can create a dynamic and inclusive learning environment that caters to different learning styles and abilities. Overall, the use of games in the classroom can have a positive impact on student engagement, motivation, and academic achievement.

References

1. Grady, J. S., Her, M., Moreno, G., Perez, C., & Yelinek, J. (2019). Books: A comparison of books that represents teaching games in EFL classes.
2. Butler, J. (2017). Where access meets multimodality: The case of Pedagogy. *Kairos: A Journal of Rhetoric, Technology, and Pedagogy*, 21(1).
3. Reed, M. J., Kennett, D. J., Lewis, T., Lund-Lucas, E., Stallberg, C., & Newbold, I. L. (2009). The relative effects of university success classes and individualized educational games for students. *Higher Education Research & Development*, 28(4), 385–400.