

USING GAMES IN THE CLASSROOM

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It is important to involve students in the subject during the lesson. Games are the method we need for this. Games are not only interesting but also useful for the student. Through exercises and practice, the student will understand the subject quickly and easily. It increases participation, problem-solving skill and social experience of students, and motivate them to take responsibility.

The game, being a simple and close way for people to understand the surrounding reality, should be the most natural and accessible way to mastering certain knowledge, skills, and abilities. The existing need for rational construction, organization and application of it in the process of training and education requires a more thorough and detailed study of it.

This topic is extremely important for in-depth study and especially practical application in schools. Its relevance at the present stage is obvious, taking into account new trends in the education system, which give teachers scope for innovation and implementation of their own wide-ranging ideas. And the game that is most suitable for use in elementary grades, because there are unlimited opportunities for realizing the creative potential of both teachers and students.

The game teaches, educates, develops, socializes, entertains, provides relaxation, without introducing endless plots and themes of human life and activity into the content of leisure, while maintaining its intrinsic value.

A game is a specially organized activity that requires intense emotional and mental strength. The game always involves making a decision - what to do, what to say, how to win? The desire to solve these issues sharpens the mental activity of the players. But playing for students, first of all, an exciting activity. This is what attracts teachers. Everyone is equal in the game. It is accessible even to weak students. Moreover, a student with weak language training can become the first in the game: resourcefulness and intelligence here sometimes turn out to be more important than knowledge of the subject. A sense of equality, an atmosphere of passion and joy, a sense of the feasibility of tasks - all this allows children to overcome shyness, which prevents them from freely using a foreign language in speech, and has a beneficial

effect on learning outcomes. Language material is being absorbed imperceptibly, and at the same time a feeling of satisfaction arises.

There are six main goals and purpose of using game in the class:

- formation of certain skills;
- development of certain speech skills;
- learning to communicate;
- development of necessary abilities and mental functions;
- cognition (in the sphere of the formation of language itself);
- memorization of speech material.

As K.D. Ushinsky advised separating lessons from games from the very beginning of training and considered completing educational tasks “a serious responsibility of the child,” since the more the teacher protects the student from serious classes, the more difficult the transition with him will be. At the same time, he also suggested “making a serious activity entertaining for a child,” that is to say, the conclusion suggests itself - in an effort to instill in students a love of a foreign language, the teacher must structure classes in such a way that the student experiences the same satisfaction as from playing.

Communication, ability to contribute the transfer of accumulated experience, the acquisition of new knowledge, the correct assessment of actions, the development of human skills, his perception, memory, thinking, imagination, emotions, qualities such as collectivism, activity, discipline, observation, attentiveness these are advantages of using games in the class.

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