

EDUCATIONAL GAMES FOR TEENAGERS IN TEACHING ENGLISH

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**Abstract**

Ushbu maqola orqali o`smir yoshidagi bolalarni ingliz tiliga bo`lgan qiziqishini ortirishi va o`tish davri mobaynida fanga bo`lgan qiziqishini ta`limiy o`yinlar orqali jalb qila olish metodlari, texnikalari va hamda yetarli ko`nikmalarni shakillantirish haqida yoritib beradi.

**Abstract**

Through this article, it is explained about the methods, techniques and formation of sufficient skills to increase the interest of teenage children in the English language and attract their interest in science during the transition period through educational games.

**Keywords:** Teenager, educational games, quests, business, family games, logical thinking questions, interactive games, quests,

In today's modern and globalized area language is the main tool and in this regard, it is communicated using the languages that are popular in the countries and now English is more popular than other languages that are in high demand and this is taught in all places. Of course, in all countries population learn English from kindergarten to university. Of course, it is also in high demand in schools and it is used through special books and manuals for children. In this regard, teaching from a young age to a teenager is now done through various methods. For example, if we take teenagers, teaching them is a little more difficult than other ages, because there may be various problems during the transition period, but it can be taught easily and conveniently through games.

English language teaching is not only for children through games also for teenagers will be good thing organizing game and make educational, effective and useful activity, because this way even students of this age learn with great interest. A big misconception is that TEFL teachers can only put ESL games into kids' classes and that they can't put ESL games into teen and adult classes. Maybe they think that playing games in adult classes is too immature and the teen and adult students won't respond to playing language games as well. The truth is that teens and adults love playing language games as much as the kids. For instance, we could give an example of some games for teenagers. And all this games are organized and changed to structure for grown up level.

- ❖ Interactive games
- ❖ Educational quest games
- ❖ Business games
- ❖ Role-playing games

Through these games, we could make the teenagers more interested in science and direct it to a certain direction. Moreover, in this progress you can learn many types of games for adult. If to paying attention this games there are lots of benefits for example saving time, having a good time and being a lovely teacher.

As a result, that to express if we approach the above games separately and give examples for them. First is **interactive games**, this game could improve individualism and becoming fast memory. Example for interactive game is that everyone knows is **kahoot**. In this game pupils are played in the internet service under the supervision of the teacher. This game only for old classes and it is considered more difficult for young students this is why it will be good for teenagers and it is not difficult for them. And then most challenging and the same time very interesting what is more this activity really give the adrenaline to pupil. It is **Educational quest games**, the education of a new generation requires the use of activity-type technologies, so today the relevance of using quests as an interactive educational technology is indisputable. The concept of "quest" (translit. English quest - searches) refers to a game that requires the player to solve mental problems to move through the story. The plot of the game can be predetermined or give a set of outcomes, the choice of which depends on the actions of the player. This game is mainly outdoor activities and for this pupil should plan in a 4 or 5 steps that is player should play step by step after complaining on stage they may moves on the next step. Then if to express about business games. **The business game** includes in a certain ratio such concepts as "game", "model", "imitation", which is interconnected and interpenetrating. A business game - is a model of the process of making a managerial or economic decision. As the author of one of the best textbooks on business games, V. Ya. Platov, notes, it synthesizes the characteristic features of the method of analyzing specific situations, game design and situational role-playing games. Such a game is based on modeling the control object, but for decision-making it must have roles, both official and game, game design of decisions and interaction of participants. **Role-playing games**. In these games, the tactics of behavior, actions, the performance of the functions and duties of a particular person are worked out. To conduct games with the performance of a role, a situation model is developed - a play; roles with "mandatory content" are distributed among the participants.

To sum up, it should be said that not only for children to be a good organizer teaching foreign language in through the games, but also teenagers could be interested in language learning in effective ways.

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