

INGLIZ TILI O'QITISHDA O'YINLARNING RO'LI

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ANNOTATSIYA

Ushbu maqola ingliz tilini o'rgatishda o'yinlardan foydalanish muhimligiga bag'ishlangan. Maqolada ingliz tili darslarini o'qitishda o'yinlarning roli asoslanadi. Darslarni mashg'ulotlar orqali o'rgatish materiallar, buyumlar, rasmlar, o'yinchoqlar, o'yinlar, suhbat qismlari va boshqa rekvizitlarni qulay saqlash va osongina olishni talab qiladi. Maqolada ingliz tili darslarida foydalanish uchun o'yinlarning bir nechta misollari keltirilgan. Ingliz tili darslarida ushbu interfaol usullardan foydalanish til o'rganishni yanada foydali va mazmunli qiladi.

**Kalit so'zlar:** chet tili, interfaol o'yinlar ,texnik vositalar, didaktik o'yinlar, Rolli o'yinlar uslubi, o'yinli grammatika, Taboo words (ta'qiqlangan so'zlar), Pictionary(so'zli o'yin), metodik usul, samaradorlik, qo'llanma, natija, tajriba, dilemma.

РОЛЬ ИГР В ОБУЧЕНИИ АНГЛИЙСКОМУ ЯЗЫКУ

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АННОТАЦИЯ

Данная статья посвящена важности использования игр в обучении английскому языку. На основе статьи рассмотрена роль игр на уроках английского языка. Преподавание уроков посредством занятий требует удобного хранения и легкого доступа к материалам, предметам, картинкам, игрушкам, играм, фрагментам разговоров и другому реквизиту. В статье представлено несколько примеров игр для использования на занятиях по английскому языку. Использование этих интерактивных методов на уроках английского языка делает изучение языка более полезным и значимым.

**Ключевые слова:** иностранный язык, интерактивные игры, технические средства, дидактические игры, стиль ролевых игр, игровая грамматика, слова-табу (запрещенные слова), пикционарий (игра в слова) инь), методический метод, эффективность, руководство, результат, опыт. , дилемма.

## THE ROLE OF GAMES IN TEACHING ENGLISH

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### ANNOTATION

This article is devoted to the importance of using games in teaching English. The role of games in teaching English lessons is based on the article. Teaching lessons through activities requires easy storage and easy access to materials, objects, pictures, toys, games, conversation pieces, and other props. The article presents several examples of games for use in English classes. Using these interactive methods in English classes makes language learning more useful and meaningful.

**Key words:** foreign language, interactive games, technical tools, didactic games, style of role-playing games, playful grammar, Taboo words (forbidden words), Pictionary (word game) yin), methodological method, efficiency, guide, result, experience, dilemma.

**Introduction.** There are a number of interesting games in the process of teaching English and Russian. It is worth mentioning that when teaching language to children, it is necessary to use such games in which all students participate equally and learn new things from the lesson (for example, new vocabulary can be memorized, if this process is repeated every day, the student vocabulary increases to a higher level). It is inappropriate to start the lesson with grammar concepts, especially for younger students, because it causes them to get bored quickly. As a result, interest in education may fade [5-9]. With them, it is even necessary to start the process of greeting in an unconventional way, for example, the method of starting the lesson with an English song about some kind of greeting with the entrance of the teacher (mainly a motivational method for primary school students) is an effective method. If the lesson continues in this way, the students will not lose their attention to one task during the lesson. They even look forward to English lessons. Of course, all this should be organized by the teacher, and it is the pedagogue's responsibility. Therefore, some types of games can be mentioned to make learning a foreign language interesting. "Rolli games" can be used to improve the effectiveness of English and Russian

language lessons.

The advantage of this game is that it is played based on the situation. This game is not only useful for learning science, but also helps to develop mental ability. In this game, topics are selected and children create dialogues. For example, the passenger's conversation when stopping a taxi, or the conversations in clothing stores - all of this is spoken and shown in English. It is in this game that we can use the tactics of working with a group, that is, dividing students into groups and dividing them into different topics. In this case, competition also occurs. Competition is the benchmark. If the group that has done the task well is encouraged, the aspirations of the rest of the students will also increase. In addition, it is appropriate to use didactic games to conduct English lessons meaningfully.

These findings show that the use of games creates an interesting learning environment in addition to high motivation for language learning. It can be understood that games are a very important tool in language teaching classrooms in terms of creating a comfortable environment for both the teacher and the students, games are very useful if they have an educational purpose rather than fun.

When using games, we can change them depending on the knowledge and age of children, that is, make them easier or more complicated. The purpose of these above-mentioned games is to strengthen the memory of students, increase their mental capacity, quickness, intelligence, remember new words easily and, most importantly, organize the lesson meaningfully. Today, the educational process is mainly carried out in a traditional way, but it is necessary to organize continuous learning of foreign languages at all stages of the educational system, as well as to improve the qualifications of teachers and to teach with modern educational and methodological materials. provision requires further improvement. By introducing advanced methods of education with modern pedagogy and information-communication, the growing young generation should become experts in the languages they are learning, and on the basis of this, they will it is desirable for them to be able to speak languages freely. After all, everything is for the great future of our youth and the development of our country. It can be understood that games are a very important tool in language teaching classrooms in terms of creating a comfortable environment for both the teacher and the students, games are very useful if they have an educational purpose rather than fun.

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