NEW GENERATIONS OF GAMES – INNOVATIVE GAMES IN TEACHING VOCABULARY IN SECONDARY SCHOOLS

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ABSTRACT

This thesis is about innovative games in teaching vocabulary in secondary school. It was clarified essential words and expressions for language learners in this situation, classification of innovative games and importance of them.

**Keywords*:* Innovative games, digital games, English in Uzbekistan, English vocabulary, teaching and learning, online games, and offline games.

As our president mentioned that "One of the most important issues is to further increase potential in secondary schools, and to extend the range of scientific and scientific-pedagogical training."

In recent years, the role of foreign languages in modern society is increasing. Knowing a foreign language allows one to join the world culture to use the possibilities of wide Internet resources in one's activities, as well as to work with information and communication technologies and multimedia educational tools. In this regard, there was a need to develop a methodology for using computer information technologies in teaching a foreign language. The effectiveness of teaching English is currently determined, to a greater extent than previously, by the rationalization of the educational process and the efficiency of its use. Teaching vocabulary is a very important objective in the curriculum. Word is a central part of a language: language first of all is a system of words. Without a sufficient vocabulary pupils cannot communicate effectively and express ideas. Having a limited vocabulary is also a barrier that prevents learners from learning a foreign language. "Teaching vocabulary is not as an easy task as it seems to be at first sight. Games help the teachers to create contexts in which the language is useful and meaningful. The learners want to take part and in order to do so must understand what others are saying or have written, and they must speak or write in order to express their own point of view or give information. Games can provide intense and meaningful practice of language; they must be regarded as central to a teacher's repertoire. Games can be found to give practice in all the skills (reading, writing, listening and speaking), in all stages of the teaching or learning.

There are a lot of different ways to teach our students. If we really want them to connect with the lesson and not just memorize fact or numbers one of the best ways to teach them is with interactive classroom games. Interactive classroom games can allow students to understand what they are learning on a deeper, more integrated level – which can make the classroom experience a more successful and rewarding one. What to make your classroom more interactive and engaging? So, we use games for whiteboard apps. The following games require software that allows you and the kids to draw, write, and generally create with ease on an interactive display, such as EZWrite 6.

1. "Hangman" What a timeless classic. Hangman has been used to help children learn how to spell for possibly centuries, but if you think concept of a hanged person is inappropriate you can change the shape. Perhaps a hanging lantern? In any case, the effect of drawing lines that correspond to letters and having children guess and experience a visual outcome if they get it right or wrong is powerful. The procedural nature of this evergreen classroom game is very easy to follow and learn, and has special potential for younger students.

2. "Pictionary" Another classic and this one never gets old even for adults as we all know. That's why Pictionary's great for learners (and teachers) of all ages. It is further a superb way to practice language and artistic skills, brought together conveniently on the interactive display. Pupils get a word that they then draw on the IFP, but cannot use letters or speak. When a classmate guesses correctly, they go next! It is that simple, But it is also very effective for retaining vocabulary, plus as mentioned above, a good chance to practice drawing.

3. "Hot Seat" An excellent way to practice vocal expression and go over key concepts learned in class. Topics could be anything, but biology, history, and language are especially suitable. To play, place a chair in front of the IFP. Then, students take turns sitting in the chair facing the class, with their back to the board. The seated student then needs to guess a word or image shown on the interactive display based on hints given by the rest of the class, without saying the actual word in question, obviously. When the hot seat student succeeds in figuring out the word, they get to pick the next contestant.

Downloadable or Browser Games. The following games can be downloaded directly to your interactive display through BenQ Suggests or via internet browser.

1. "Kahoot!" Great app for quiz-based classroom gaming. Works for any level, and of benefit to every age group. You can access the massive quiz database, or make your own quizzes, up to you. Very good for promoting friendly competition and knowledge retention. However, does require additional devices like smartphones, tablets, or laptops, so keep that in mind. There is a dedicated BenQ IFP version of Kahoot, which you can download directly to the interactive display.

2. "Quizlet" Word and concept matching, so it is very handy in exercising vocabulary retention. Different game modes available, including fill in the gap, match the word, flashcard, and type the answer. Everything you need is right at the game's website, so make sure to check it out.

3. "Go Noodle "Highly active games that are perfect for energizing classes and encouraging movement. Those are known to boost student motivation and happiness, so it is a win all around. GoNoodle is mostly recommended for grade school levels, and offers numerous game modes to choose from. Don't miss out on those exciting and highly engaging games that have the potential to increase student focus in a big way.

PowerPoint- Based Games. The following games can be played through most common presentation software that almost all teachers are familiar with – Microsoft Power Point. You can mirror these games from your computer or display directly on Windows-enabled interactive Display. Templates for these games can be found on the internet easily and with a tiny bit of customization, you can make your class extremely fun and engaging.

1. Jeopardy. Famous game that works just like the TV version, and has students learning via a question and answer format with a team-based arrangement. Suitable for any grade. You will need to set your class up into two to six teams, and then download the template. The game can then be played directly on the interactive display.

2. Family Feud. Another famous party game and TV game show that makes a seamless transition to modern classrooms. Great way to introduce fun quizzes that help you and the pupils review learned topics. Also works for any level or grade, and only require two teams. Get the template and instructions and prepare to have a wonderful time.

Best offline learning games for pupils

1. "Sequence game" Sequence is an award winning game that is an awesome game of strategy that kids from 7 and up can play, and you will all have a blast. It is easy enough for kids and certainly challenging enough for us adults. It will develop their memory; matching as well as visual skills help them understand the importance of sequencing, which is great for reading, comprehension and writing too. This awesome strategy game is all about forming rows of five chips on the board spaces that are the same as the cards played from your hand. You have to get them there before your opponent's do. So those imaginations and strategies will be running around in your heads to be your opponent's.

2. "Sorry" Here's another one of those awesome learning games for kids that will get you all hyped up and excited. It is best for kids from the age of 5 and over. This game is all about counting and good sportsmanship which is always a bonus for our kids to learn. You have to move your pieces around the board until you get them all

nice and safely home. But there is a catch, your opponent can bump you or even make you switch places. Keep those brains sharp!

Conclusion

In this paper, a myriad of online games' potentials in learning have been acknowledged and discussed. Gasification in learning is known to be able to engage and motivate learners when adequately applied in learning. More specifically, this paper discussed relevant findings that online games could raise learners' learning satisfaction, foster autonomous learning as well as support the acquisition of XXI century skills. Learners' satisfaction in language learning is more likely to increase with the appropriate use of pedagogical tools that are interesting and engaging learners in the learning process. Other than that, the autonomous learning element that is promoted through online games encourages learners to take charge of their own learning during class; as well as actively explore other resources in the target language beyond the classroom walls. Thus, developing autonomy in learners is as important as enhancing their vocabulary repertoire. Exposing learners to online games could assist them in acquiring XXI century skills, beside that the academic knowledge gained from the lesson. The XXI century skills which are discussed the paper are problem-solving, social and collaboration skills. These gamification elements have specific goals that would enable students to engage in meaningful learning processes and thus achieve intended learning outcomes. The elements of online games in vocabulary learning discussed in this paper are hoped to be able to encourage more educators to discover and integrate online games as their classroom intervention to enhance vocabulary learning.

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