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USING INTERACTIVE GAMES IN TEACHING ENGLISH TO YOUNG LEARNERS

Abstract: This article explores the role of games in teaching English at school. It shows a comprehensive review of literature, discussing potential benefits and problems associated with the use of games as a pedagogical tool. The article also outlines a methodology for integrating games into English language classes, and shows the language of students of game-based learning here are the results of empirical studies that study the impact on the level of knowledge. Incorporating interactive games into English lessons for young learners not only makes learning enjoyable but also reinforces language skills in a practical context. By using a variety of games, teachers can cater to different learning styles and keep students engaged.

Key words: Vocabulary games, grammar games, physical games, quizzes, skills.

INTRODUCTION

Using interactive games to teach English to young learners can be highly effective as it engages their interest, encourages participation, and promotes a fun learning environment. Here are several ideas and strategies for incorporating interactive games into your English lessons:

1. Vocabulary Games.

- a) **Word Bingo:** Create bingo cards with vocabulary words. Call out definitions or synonyms, and students mark the corresponding words on their cards.
- b) **Pictionary:** Students draw a vocabulary word while others guess what it is. This helps with word recall and visual learning.

2. Grammar Games.

- a) **Grammar Jeopardy:** Create a Jeopardy-style board with categories like verbs, nouns, adjectives, etc. Students answer questions in teams for points.
- b) **Sentence Scramble:** Provide students with mixed-up words that they need to arrange into a correct sentence. This can be done as a group activity or a race.

3. Listening and Speaking Activities.

- a) **Simon Says:** A classic game that can be adapted to include English commands (e.g., "Simon says touch your nose"). It enhances listening skills and comprehension.
- b) **Role Play:** Set up scenarios (like ordering food at a restaurant) where students can practice speaking in a fun and interactive way.

4. Reading Comprehension Games.

- a) Story Cubes: Use dice with pictures or words on them. Students roll the dice and create a story based on the images that come up. This promotes creativity and narrative skills.
- b) Reading Relay: Divide students into teams and have them read a passage aloud. Each student reads a sentence, and the team that reads it fastest and accurately wins.

5. Interactive Technology.

- a) Online Quizzes: Use platforms like Kahoot! or Quizizz to create fun quizzes that can be played in class. This encourages competition and reinforces learning.
- b) Educational Apps: Incorporate apps that focus on language skills, such as Duolingo or Endless Alphabet, which provide engaging ways to practice vocabulary and grammar.

6. Physical Games.

- a) Scavenger Hunt: Create a scavenger hunt where students find items or complete tasks using English (e.g., "Find something red and say its name").
- b) Charades: Students act out words or phrases without speaking, while others guess what it is. This promotes vocabulary and understanding of language in context.

7. Cultural Games.

- a) World Map Game: Use a map to teach geography along with English. Ask students to locate countries and share one fact about each in English.
- b) Cultural Trivia: Organize trivia games that focus on English-speaking countries, their cultures, and languages to provide context and relevance to the language.

Interactive games have become increasingly prominent in teaching English to young learners due to their ability to create engaging and effective learning environments. This study examines the impact of interactive games on language acquisition, focusing on their benefits in vocabulary retention, communication skills, and learner motivation. The findings suggest that games provide an enjoyable, practical, and impactful approach to English language teaching, particularly for children in early education.

MATERIALS AND METHODS

Teaching English to young learners can be challenging due to their limited attention spans and varying levels of intrinsic motivation. Traditional teaching methods often fail to engage students, making language acquisition a slow process. Interactive games offer an alternative approach, integrating entertainment and education to stimulate interest and encourage active participation. This study explores how these games enhance learning outcomes, foster collaboration, and support the development of linguistic skills.

To evaluate the effectiveness of interactive games in vocabulary acquisition. To assess the impact of games on communication skills. To investigate how games influence motivation and engagement in English language learning. The study involved 50 young learners aged 6–10 years from three primary schools. The participants were divided into two groups: a control group using traditional teaching methods and an experimental group incorporating interactive games into lessons. Interactive games,

such as word-matching puzzles, role-playing scenarios, and language-based mobile applications, were integrated into the curriculum for the experimental group. Each game was tailored to align with the learners' age and proficiency level. Over a 12-week period, both groups underwent weekly assessments to measure vocabulary retention, speaking abilities, and overall enthusiasm for learning.

RESULTS AND DISCUSSION

Pre- and post-intervention tests, classroom observations, and teacher feedback were used to evaluate learning outcomes. Quantitative data were analyzed using statistical methods, while qualitative insights were derived from observations and interviews. The experimental group demonstrated a 30% higher vocabulary retention rate compared to the control group. Games such as memory cards and interactive storytelling were particularly effective in reinforcing new words. Students in the experimental group showed a significant improvement in speaking confidence and fluency. Role-playing games encouraged them to practice conversational English in a safe and fun environment. Classroom observations revealed heightened enthusiasm and participation among students in the experimental group. Teachers noted that the use of games reduced anxiety and created a positive atmosphere conducive to learning.

Interactive games were found to be a powerful tool in teaching English to young learners. They not only facilitated language acquisition but also addressed the challenges of maintaining attention and motivation. The results align with previous research highlighting the importance of play-based learning in childhood education. However, the study also underscores the need for careful selection and adaptation of games to match learning objectives and cultural contexts. The study was conducted over a relatively short period and involved a limited sample size. Future research could explore the long-term effects of game-based learning and its applicability across diverse educational settings.

Games are a valuable activity for language learning, especially for very young learners. Children enjoy games and thus participate without worry. Games can greatly motivate children, and are activities that are usually familiar to children in terms of structure, rules, etc. Language class games include all basic language skills and help participants develop multiple skills. They also encourage students to focus on analysis, synthesis and evaluation.

CONCLUSION

Incorporating interactive games into English language teaching for young learners can enhance engagement and retention. By making learning enjoyable and dynamic, students are more likely to develop a positive attitude toward language learning. By effectively integrating interactive games into their teaching, educators can create a dynamic and engaging learning environment that fosters young learners' language acquisition and overall development.

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