

THE IMPORTANCE OF LINGUODIDACTIC GAMES IN TEACHING ENGLISH IN SECONDARY SCHOOLS

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Abstract: To study the importance of linguodidactic games in teaching English in secondary schools, the lexical-semantic space of word groups as an object of study and their structural structure and related semantics. Based on this, it is necessary to reveal the brochures about the effect of language didactic games and puzzles on students in teaching English in secondary schools.

Key words: methodology, linguodidactics, game, brochure, situation.

In the independent Republic of Uzbekistan, the attitude towards learning foreign languages has changed radically. Since the opportunity to study in foreign countries has appeared, our young people should have the opportunity to work in foreign languages at the same level as they conduct their future activities in their native languages. Games are a colorful and rich aspect of children's activities. Uzbek folk games are distinguished by their comprehensiveness, aimed at different ages, genders, urban and rural areas. However, it is very difficult to give a comprehensive classification of Uzbek folk games due to the fact that these aspects are poorly covered and poorly studied. However, considering and studying them allows you to conditionally divide the games into the following types: 1) games of different ages (infancy, childhood, adolescence, youth, etc.); 2) games of people of different genders (boys, girls, men and women); 3) seasonal games (spring, summer, autumn, winter); 4) games based on the use of various means of expression (speech, so'ng-so'ng, dance-pantomime, plot, scene, various characteristics, etc.). can be used. The game consists in the fact that the students have to say the words that are included in the text, before each student says his word, he has to say the words that his friends have said in this order. Whoever does not fulfill these conditions will be removed from the game.

Example, Writer Holidays...

Teacher: Writer Holidays, New year...

Pupil 1: Writer Holidays, New year, show...

Pupil 2: Writer Holidays, New year, show skating...

Pupil 3-4: Winter Holidays, New year, show, skating, snowball...

The student who made no mistakes is considered the winner. Based on the same text, the game "A Curious Man" can be played. Its essence is that the teacher narrates the text, and the students interrupt the teacher's story by asking questions according to the rules of the game. The goal of the reader is to finish the story.

Teacher. This story is about holidays and how children spent their ...

Pupil 1: What holidays?

Teacher. Winter holidays ... Oh, What is it pupil 2?

Pupil 2: When did they begin?

Teacher: They began on the 30 th of December, What is it?

Pupil 3: When did they and?

Teacher: They ended on the 10 th of January:

Pupil 1: Did schoolchildren had lesson at that time?

Pupil 3: What did children have during. Winter holidays?

Teacher: Children had New Year parties sound the green New Year Trees With concerts in the school hall.

Pupil 4: Did they have a good time?

Teacher: ? Yes, children had a good time.

American Methodist scholar Alan F. Osborne created a treatise on how different games and puzzles affect students. Examples of games that can be carried out in our conditions: 1) "Giving and Receiving just with us" "I talk, and you draw". In this game, a student takes a handout with a picture and describes it verbally. Another student tries to draw a picture without seeing it in front of the blackboard.

You can ask questions during the drawing process. This game teaches the correct question, correct understanding of the content of the picture, thinking and imagination, besides, it has a humorous character and makes the lesson interesting.

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