



PEDAGOGICAL PRINCIPLES OF USING GAME TECHNOLOGIES IN ENGLISH TEACHING

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Article history:	Abstract:
Received: 11 th May 2022 Accepted: 11 th June 2022 Published: 22 th July 2022	This article describes the popularity of the English language today and the methods of using game technologies in teaching English to children of preschool and primary school age, studying children's interests and improving the effectiveness of the lesson, as well as appropriate evaluation of children's actions.
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After our country gained independence, interest in teaching foreign languages increased and many opportunities were created for young people. As our first president, Islam Karimov, said, "Currently, teaching foreign languages is given great importance in our country. This is certainly not for nothing. There is no need to overestimate the importance of perfect knowledge of foreign languages for our countries, which are striving to take their rightful place in the world community today, and for our people, who are building their great future in solidarity and cooperation with our foreign partners. As a logical continuation of these ideas, the Presidential Decree "On measures to further improve the system of teaching foreign languages" adopted on December 10, 2012 expanded the opportunities for learning foreign languages.

In recent years, there has been an increasing interest in research in English, which is recognized as the language of professional communication in various fields of activity. Therefore, one of the most important tasks of the teacher is to increase the enthusiasm for learning English. Every teacher tries to find the best way to solve the problem. In order to familiarize students with the culture of the country of the studied language, the use of traditional methods and means of influencing them is being considered, and new technologies are being introduced, one of which is game technology.

Prominent scientists (ILBim, SSPolat, EI Passov and many others) who played tricks on the problems of motivating students to learn a foreign language were engaged in training. In the methodology of teaching a foreign language, the game is considered as a situational exercise with the opportunity to repeat the speech pattern in conditions close to real situations. EI Passov believes in his book "Foreign Language Lesson at School":

- game activity;

- lack of motivation, coercion;
- individualized activity, deeply personal;
- teaching and training in and through the team;
- development of mental functions and abilities;
- "learning with passion".

The game is a powerful incentive to learn a foreign language and an effective technique in the arsenal of a foreign language teacher, "a universal tool that helps a foreign language teacher to turn a rather complex learning process into an interesting and favorite activity for students."

Play is a powerful stimulus for language acquisition. The educational game cultivates a culture of communication and forms the ability to work in a team and in a team, and its skillful use in the lesson increases the desire and desire of students to play and communicate. The game performs the following tasks as a form of organizing the lesson:

1. Teaches students to choose the correct speech cliché;
2. Helps to repeat language units;
3. Creates psychological readiness for real oral communication.

The game is available to almost every student. A student with a weak language skills can be the first in the game: ingenuity and ingenuity are more important than knowledge of science. A sense of equality, an atmosphere of enthusiasm and joy, a sense of the purposefulness of tasks - all this allows the student to overcome shyness that prevents the free use of foreign language words in speech, reduces the fear of mistakes and has a beneficial effect on educational results. secret shows.

In the educational process, the game activity performs the following functions:

- The function of teaching is to develop memory, attention, perception of information.

- The educational function is to educate such qualities as caution and humane attitude towards the partner in the game.
- Entertainment function - creating a comfortable atmosphere in the lesson, turning the lesson into an interesting adventure.
- Communicative function is to create an atmosphere of communication in a foreign language, to establish new emotional and communicative relations based on interaction in a foreign language .
- The function of relaxation is to remove emotional stress caused by stress on the nervous system during intensive study of a foreign language.
- The developing function is aimed at the harmonious development of personal qualities in order to activate the reserve potential of the individual.

game techniques and situations in the form of lessons is carried out in the main directions:

- ✓ The didactic goal is presented to the student in the form of a game task;
- ✓ Educational activity is subject to the rules of the game;
- ✓ educational material is used as its tool, an element of competition is introduced into the educational activity, which turns the didactic task into a game;
- ✓ The successful completion of the didactic task is related to the outcome of the game.

Educational games are a powerful motivating factor in the process of learning a foreign language. The

game helps to consolidate language events in the memory, to maintain the interest and activity of students, and to make students want to communicate in a foreign language. Games help the teacher to enliven the lesson, to bring naturalness to the learning communication in the foreign language being studied, to facilitate the process of mastering the language material, and to make the educational work interesting. A game in a foreign language class must meet the following requirements:

- Both content and form are well prepared and clearly organized;
- Relieving stress in class and encouraging student activity;
- Acceptance by the whole group;
- Relieving stress in class and encouraging student activity;
- It is held in a friendly, creative environment;
- Leave the educational effect on the second, often unconscious plane, and always implement the game moment in the first, visible place;
- Do not leave any student passive or indifferent.

The game requires each student to be active in joint activities. Participants must be satisfied with their knowledge of being able to communicate in a foreign language. At the same time, play is desirable and effective if it is expected as relaxation and entertainment against the background of hard and sometimes hard work





Game technologies play an important role in the educational process. The importance of the game is that it takes into account the psychological nature of the child of primary school age and responds to his interests.

The use of game technologies in English lessons increases students' interest in the subject being studied, that is, it helps the student to be positively motivated to learn English. And motivation, in turn, determines the importance of things learned and mastered by students, their attitude to educational activities, and its results. The peculiarity of a foreign language as a subject of study is that educational activity implies speech activity in a foreign language, that is, communication activity, in this process not only knowledge, but also speech skills are formed. Involvement of the game as a method of learning is an effective means of managing educational activities, activating mental activity, and making the educational process interesting. Game forms of work lead to the increase of the creative potential of students, their manifestation as individuals and personalities in the classroom.

The basis of the use of game technology is the activity that activates and accelerates the student. According to psychologists, the psychological mechanisms of playful activity rely on the fundamental needs of a person to express himself, find a stable place in life, self-control, and realize his potential. Any game should be based on generally accepted educational principles and tactics. Educational games should be based on educational subjects. In the process of games, the student is more interested in this activity than in a regular lesson and works freely. It should be noted that the game is, first of all, a method of teaching. Pupils participate in game lessons with interest, strive to win, the teacher also provides education to the pupil through them. The student believes that he can speak, listen, understand, and write while playing English games, and he is interested. We know that in the current educational process, the student should be the subject. Focusing on more interactive methods will increase the effectiveness of education. One of the most important requirements for English language classes is to teach students to think independently. The main obstacle in teaching English is language and speech difficulties. One of the ways to activate the educational process and increase the level of language skills is to use the development of educational game technologies. Relying on the game is the most important way to engage children in educational work without psychological shifts and overloads. At the same time, the game is a teaching tool that activates the mental activity of students, makes the learning process attractive and interesting, and has an

emotional impact on students. According to psychologist AA Leontiev, the motivation created through the game should be presented along with communicative, cognitive and aesthetic motivation. All these together make up educational motivation. The game creates interest in children, and then language learning, because it is impossible to participate in the game without possession. During the game, the student overcomes language and speech difficulties naturally, without realizing it, easily and naturally. The game is a strong incentive to master the language.

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