USING GAMING TECHNOLOGIES IN TEACHING ENGLISH

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Annotation. *This article is about using gaming technologies in teaching English. So, we can say that learning games lexical, grammar, role-playing are a strong motivating factor in the process of teaching a foreign language.*

Key words: *technology, games, class, memory, communicate, help, lesson.*

At present, gaming technologies are of great interest to educators and remain "innovative" in the education system. The game form of classes is created in the lessons with the help of game techniques and situations that act as a means of inducing, stimulating students to learn activities. A game helps to consolidate the linguistic phenomena in memory, maintain the interest and activity of students, arouse the desire of students to communicate in a foreign language. Games help the teacher revitalize the lesson, add naturalness to the educational communication in the studied foreign language, facilitate the process of mastering the language material, and make the study work interesting. In this case, you are invited to a number of simple games that you can play in any lesson, as well as at home. Team play Have the children play teams. Stand up and say: "Stand up!" Then sit down and say: "Sit down!" Raise your hands up: "Hands up!" Lower your hands: "Hands down!" Students must follow commands at your signal. Repeat these movements and commands several times so that students can remember them. Continue the game by giving out teams in breakdown. Later, in the next lesson, gradually add new teams. For example, ask children to touch their nose, ear, or eyes to open or close their textbook.

Activity 1. The Echo Game

This exercise allows you to repeat the lexical material that you learned from the lesson earlier. Repeat the new words with the children. Particular attention should be paid to proper articulation. After repeating, offer the children an Echo game. Turning to the side, pronounce each word in a distinct whisper. Children take turns repeating every word after you, like an echo, but already loudly.

Activity 2. "A magician"

To conduct this game you will need a big hat, toys or cards with words from the last lesson. With the hat on the table, have the children play a magician. Say: "Let's play!" Have the children close their eyes and place a toy or a kitten card under the hat. Let the children take turns asking questions and trying to guess what exactly you hid under the hat. The game can be conducted as follows: Teacher: "What is this?" Children: "A dress?" The teacher shakes his head and answers: "No". Children: "A cat?" Teacher: "No." Children: "A pig?" Teacher: "No." Children: "A kitten?" The

teacher nods his head and answers: Yes. It's a kitten. A child who has guessed a hidden card or toy becomes a leading magician.

This game can also be played in groups. To do this, divide the children into two teams. Give one team cards, another toys. The game in groups is carried out in the same way as above.

Activity 3.Who knows numbers better.

Representatives from each team go out to the board on which the numbers are written (not in order). The leader calls the number, the student searches for it on the blackboard and draws around with colored chalk. The winner is the one who circled more numbers.

Activity 4. "Drawing pictures"

The class is divided into three teams, each of which represents a police station. 3 presenters are selected. They turn to the police station to find a missing friend or relative. The host describes their appearance, and the children make the appropriate drawings.If the picture matches the description, it is believed that the missing person was found.

Host: I can't find my sister. She is ten. She is a schoolgirl. She is not tall / Her hair is dark. Her eyes are blue. She has a red coat and a white hat on.

Activity 5. "Guess".

A toy or object is hiding in the classroom in advance. Children must guess what is hidden in the classroom and where. Questions are asked by both students and the teacher

Students: Is it a bear? (a book, a ball, etc)

Teacher: What color is it?

Students: Is the car blue?

Teacher: Where is it?

Students: Is the car under the desk?

Thus, games in the educational process have great potential for the further formation and activation of students' skills and creative thinking, cognitive activity. A game is the way of children to know the world in which they live, and which they are called to change.

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