

THE USAGE OF ESL GAMES IN TEACHING YOUNG LEARNERS

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**Annotation:** *This article emphasizes the importance of games in teaching young learners. English has become one of the most significant means of interaction among mentally developed creatures. Nowadays, teaching target language is being in the centre of teachers' attention. Current research will help to simplify this procedure.*

**Kalit so'zlar:** *yosh o'rganuvchilar,ESL o'yinlari,metodlar,kommunikativ muloqot tili,yondashuv*

**Izoh:** *Ushbu maqola yosh o'quvchilarni o'rgatishda o'yinlarning ahamiyatiga urg'u beradi. Ingliz tili aqliy rivojlangan mavjudotlar o'rtasidagi o'zaro ta'sirning eng muhim vositalaridan biriga aylandi. Hozirgi kunda maqsadli tilni o'rgatish o'qituvchilarning diqqat markazida. Hozirgi tadqiqotlar ushbu protsedurani soddalashtirishga yordam beradi.*

**Key words:** *Young learners,ESL games,methods, Communicative Language Teaching , approach.*

There is no doubt that learning language is the source of communication.If only English is taking into consideration ,it can be seen that it is the most common ways for people to get in touch on the international level.Over the last few decades, teaching English become a phenomenon in Uzbekistan, especially to young learners english is taught as a main subject in kindergarten and elementary schools . As English has an international standard it become the Lingua franca global language of today's world.In other words,as English is used for not only educational purposes but also business , political and social purposes it become a contact language all over the world.

As it was stated above English has an impact also on education beside other fields ; therefore throughout the history new language teaching methods have been developed or proposed by the prominent scholars in order to provide better understanding of how language is used within educational and its social context. It is important to be equipped with the knowledge of how language is used in certain contexts because in today's world English is used more for communicative purposes as it is the most widely used language all over the world. As a result of this development and need for communication with others to a be part of the world, language teaching methods have changed from rule-based, which do not give adequate insight about the authenticity of the language, to communicative approach, which provides discourse and genuine use of the language. Some methods have been used until the new ones were born; some of them have been replaced by the recent ones and the some of them becoming more popular as a result of the demand like communicative language teaching approach. Considering these reasons, this study

aims to discover the role of using games, which are educational tools, with teenagers in English language teaching. It was aimed to examine how games are effective or ineffective to provide learners high motivation to learn a new language especially to learn English. On one hand there are teachers support the use of games in English language teaching, but; on the other hand, there are teachers who see games as a waste of time. It can be said to some extent that there is an importance of using games in language teaching because playing a game already exists in human nature. The more people get older the more they hide their childish sides because of biases of others towards them although they still want to be at those ages; in contrast, children learn through playing games because this is the easiest way for them to imagine and contact with the objects and the world around them so whenever a game is established in language classes, the students' motivation is believed to increase based on the common sense. However, this situation can change from context to context, from students to students, who have different learning styles, from teachers to teacher and finally from materials to materials, which either maybe interesting or boring. Based on this, it will be beneficial to first know the definition of game. In Prodromou's study (as quoted in Palánová, 2010, p.8), "What is a game? One working definition is that of an enjoyable activity involving an objective that is achieved by following certain rules, usually in competition with one or more other people." In other words, games establish an entertaining and challenging atmosphere in which a task has certain boundaries that the opponents should follow. Another definition that adds richness to this study was proposed by Wang (2010), as it was stated above the new methods developed and put the importance of communication as the primary goal of language learning especially in Communicative Language Teaching.

Let's face it, learning English as a second language might not always make young learners' and teens' list of favorite activities. However, incorporating ESL games like these into your lesson plans can be a great way to help young students review their knowledge in an interactive, fun, and memorable fashion.

Incorporating ESL activities and games into your classroom is a great way to help students learn. Here are a few reasons why using games to teach English is a good idea.

In conclusion, learning through games helps students retain information. Associating English words or sentence structures with certain activities can help kids and teens recall them better.

English games for kids and teens create a lively environment where students are energetic and don't feel as much pressure as they might during other activities. Focusing on having fun means learners might feel more comfortable speaking in English and making mistakes.

Playing ESL games with young learners and teens helps you connect with them. By promoting a fun classroom environment, you will cultivate an authentic relationship with your students and motivate them to learn.



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