

## THE USE OF GAMES AND ACTIVITIES IN TEACHING ENGLISH

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**Abstract: English:** *This article explores the role of games and activities in teaching English as a foreign language. It highlights the psychological and pedagogical benefits of using interactive methods to enhance students' motivation, participation, and retention of language skills. Examples of practical games and activities suitable for different age groups and proficiency levels are provided. The paper concludes that well-designed games and engaging activities make the language learning process more enjoyable, natural, and effective.*

**Russian:** В данной статье рассматривается роль игр и различных видов деятельности в обучении английскому языку как иностранному. Отмечаются психологические и педагогические преимущества использования интерактивных методов для повышения мотивации учащихся, их активности и запоминания языковых навыков. Приведены практические примеры игр и упражнений, подходящих для разных возрастов и уровней владения языком. В заключение делается вывод, что грамотно разработанные игры и занятия делают процесс изучения языка более увлекательным, естественным и эффективным.

**O'zbek:** *Ushbu maqolada ingliz tilini chet tili sifatida o'rgatishda o'yinlar va faoliyat turlarining o'rni yoritilgan. Talabalarning motivatsiyasini oshirish, ularning darsda ishtirokini faollashtirish va til ko'nikmalarini yaxshiroq o'zlashtirishda interaktiv uslublarning psixologik va pedagogik afzalliklari ko'rsatilgan. Har xil yoshdagi va til darajasidagi o'quvchilar uchun mos bo'lgan o'yinlar va mashg'ulotlarga misollar keltirilgan. Maqolada xulosa qilib aytilishicha, yaxshi rejalashtirilgan o'yinlar va faoliyatlar til o'rganish jarayonini qiziqarli, tabiiy va samarali qiladi.*

**Keywords: English:** *English teaching, games, activities, motivation, student engagement, language learning, ESL, interactive learning.*

**Russian:** *обучение английскому, игры, деятельность, мотивация, вовлеченность учащихся, изучение языка, ESL, интерактивное обучение.*

**O‘zbek:** ingliz tilini o‘qitish, o‘yinlar, faoliyatlar, motivatsiya, o‘quvchi faolligi, til o‘rganish, ESL, interaktiv ta’lim.

**Introduction.** Teaching English as a second or foreign language can be both rewarding and challenging. One of the most effective ways to overcome the challenges in the language learning process is to incorporate games and activities. These methods not only create a positive classroom atmosphere but also improve students' linguistic competence and confidence.

#### Benefits of Using Games and Activities

1. **Motivation and Engagement:** Students are more willing to participate when learning is fun. Games reduce anxiety and make learning less stressful, especially for shy or struggling students .2. **Communication Practice:** Many games are designed to encourage speaking, listening, reading, and writing in meaningful contexts. For example, a “Find Someone Who...” activity promotes speaking and listening through real interaction. 3. **Memory and Retention:**

Playing vocabulary games like “Word Bingo” or “Memory Match” helps students remember new words through repetition and active involvement. 4. **Collaboration and Teamwork:** Group-based games develop cooperation and help students learn from one another. Activities like “Role Play” or “Group Storytelling” allow learners to work together creatively.

#### Types of Games and Activities in ESL

1. **Warm-Up Games.** These short games help start the lesson with energy. Examples: Hangman: Revises vocabulary, Quick Questions: Activates prior knowledge 2. **Vocabulary Games**

Examples include: Pictionary: Students draw and guess words . Charades: Acts out vocabulary words. 3. **Grammar Activities.** Sentence Races: Teams build grammatically correct sentences

Error Correction Relays: Correct the grammar mistakes under time pressure. 4. **Speaking Games.** 20 Questions: Encourages question formation and critical thinking. Interview Role Plays: Practice real-life speaking situations. 5. **Listening Games.** Listening for Details: Teacher reads a story, and students answer questions. Sound Bingo: Students mark words or sounds they hear.

#### Case Studies and Classroom Examples

**Primary School Level:** A teacher used a “Treasure Hunt” game to teach prepositions (under, on, between). Students had to find objects based on clues and prepositional phrases. **Secondary School Level:** During a lesson on past

tense verbs, students played “Grammar Detective,” identifying and correcting past tense errors in sentences hidden around the classroom.

Adults/Beginner ESL Learners: Using “Would You Rather...” speaking prompts helped adults improve fluency while expressing preferences and reasoning.

**Challenges and Recommendations.** While games can be highly effective, they must be purposeful. Teachers should: Align games with lesson objectives. Ensure instructions are clear. Adapt to student age and proficiency level. Manage time effectively to balance fun and learning

**Conclusion.** Games and activities are powerful tools in English language teaching. When thoughtfully integrated into lessons, they promote a dynamic and supportive learning environment. Not only do they make learning enjoyable, but they also enhance students’ linguistic skills and confidence. The role of the teacher is to carefully select or design games that meet the learners’ needs and encourage active participation.

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