

## THE EFFECTIVENESS OF MEMORY-ENHANCING GAMES IN LEARNING ENGLISH AMONG PRIMARY SCHOOL STUDENTS

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**Abstract,** *this article analyzes the effectiveness of memory-enhancing games in the process of learning English among primary school students. The study examines how such games influence vocabulary development and memory retention. Based on the results of an experimental research design, it is concluded that memory games are effective tools in enhancing English learning and student motivation.*

**Keywords:** *primary education, English language, memory games, vocabulary, retention, game-based learning.*

### **Introduction**

In today's globalized world, learning English at an early age has become a growing trend. However, acquiring a new language can be challenging for young learners, especially due to their limited memory capacity and cognitive development. Therefore, the use of game-based learning, particularly memory-enhancing games, has gained attention as a useful method in language education.

Several studies suggest that incorporating games into the teaching process increases learners' motivation, improves their attention span, and supports long-term memory retention. This research investigates the specific impact of memory games on vocabulary learning and recall ability in primary school children studying English.

### **Methodology, Research Design:**

This study was conducted using an experimental research design. Participants were randomly divided into two groups: the experimental group memory games were implemented and the control group traditional teaching methods were used.

Participants:

A total of 30 primary school students participated in the study, with 15 students in each group. All participants had a similar level of English proficiency prior to the study, ensuring a fair comparison between the two groups.

**Intervention:**

The experimental group received a 15-minute session of memory games at the beginning of each English class for a period of 4 weeks. The games included:

Memory Match – matching pairs of vocabulary cards.

Who Remembers? – a competition based on recalling previously learned words.

Flashcard Matching – finding and matching flashcards with images or meanings.

Measurement Tools: Specially designed tests were used before and after the experiment to assess vocabulary acquisition and memory retention. Each test contained 30 vocabulary words and 10 memory-based tasks, with consistent scoring criteria.

**Results**

Experimental Group: Average words recalled before the intervention: 12

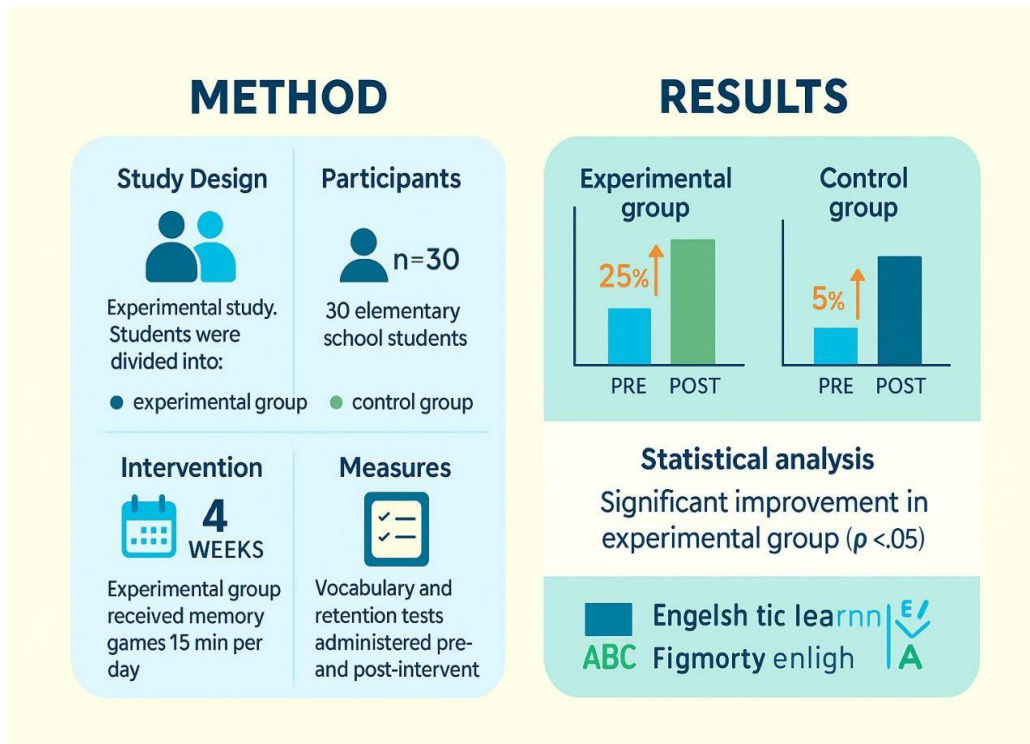
Average after intervention: 18

Improvement rate: 25% increase in vocabulary retention and recall ability.

Control Group:

Average words recalled before: 12. After: 13 Improvement rate: only around 5%, showing minimal change.

Statistical Analysis: A T-test analysis revealed statistically significant differences between the two groups  $p < 0.05$ , confirming that memory games had a notable effect on students' vocabulary development and memory retention. These findings support the hypothesis that memory games can enhance English language acquisition effectively, especially in young learners.



## Discussion

The results of the study confirm that memory games can significantly boost students' motivation and memory skills in the process of learning English. When compared to traditional teaching methods, game-based learning proved to be more effective in maintaining student engagement and promoting active recall. Moreover, memory games serve as a bridge between entertainment and education, making learning more enjoyable and less stressful for children. Cognitive development in young learners can be stimulated through such interactive methods, leading to better long-term educational outcomes.

**Conclusion,** Memory-enhancing games are a valuable tool in English language teaching for primary school students. They help expand vocabulary, improve memory retention, and increase students' interest and engagement in learning English. Their implementation in classrooms can suort more dynamic and effective language acquisition processes.

### ➤ **Recommendations:**

- ✓ Teachers are encouraged to regularly use memory games during English lessons.

- ✓ Curriculum developers should integrate game-based learning methods into official programs.
- ✓ Further research should explore the long-term effects of memory games on language learning and cognitive development.

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