



Types Of Self-Created Games in Foreign Language Classes

Nuralieva Shokhistakhon

English teacher at Fergana State University

Annotation: The article discusses the types of self-created games in English lessons. The advantages of self prepared games are explained.

Keywords: language learners; games, self-created games, English, motivate.

Introduction

Most of the games that are offered in textbooks are already known to the students and not that interesting anymore. That's why it's better to make games yourself. You can develop existing games and adapt them to the topic. It has long been known that the best way to keep something is when it's in your hands or when it's visually displayed has been. Accordingly, homemade games are mostly real things that the children see or touch.

The easiest way to learn a language is when you are a small child, regardless of whether it is about mother tongue or a foreign language.

Main part

Now I want to speak about types of self-created games in my lessons:

Didactic games

Language, culture, content are some of the goals achieved in didactic games should be. Its content also includes planning, evaluability and other things.

“Whenever in the context of educational institutions considering the group structure, previous experiences and framework conditions are tried, games are goal-oriented using it in such a way that everyone involved enjoys it, can be didactic or didactic games used.”

Language learning games

A specific learning goal in language learning games is the language. To strengthen vocabulary, structures, phrases and language skills will use this type of games used.

“They are mostly highly regulated, meaning they have fairly rigid rules and a narrow spectrum of "right" behaviors.”

Board, card, dice games (e.g. dominoes, bingo, picture lottery, memory...) and guessing, combination and memory games (e.g. personalities, professions, objects, situations...) are some of the language learning games.

Creative games

“In creative games, the goal is not to reproduce learning content, a specific one to find a solution or to do something "right", but rather from known components

to create something new.”

Emphasis is placed on dealing with language, such as the game "crossword name" with fruit and vegetables. Example:



Ananas

Orange

Banane

Movement games

Most game descriptions require cognitive skills. But there are several reasons why physical activity should be included in the classroom. Like everyone is known, only the teacher moves in class and the students sit all Hour. "Apart from using the body in a healthier way in the classroom, it depends Learning, experiencing, developing ideas and solutions together with flexibility. The language clarifies the connection between physical and mental behavior."

Interaction games

Interaction games are movement and sensitization exercises, getting to know,

games of expression and cooperation, etc. "The chances of these games lie in the fact that through self-awareness they lead to an improvement in self-perception and the perception of others." The game rule of such kind of games can be changed as needed during the game students are changed. There are no winners and losers. The goal is that the participants become aware of their mistakes in order to improve them in the target language and that's why there is no competition between students. As an example, one can name the blind game and although, the task of the student is that the blind follow the instructions of a student or the group follows. "The goal is to practice a certain vocabulary (right, left, slow, fast...)."

Business games

In business games, decisions and conflicts are simulated and reflected upon. "The Students try to behave and act like the person clearly described to them became. The personal freedom of action is opposed to because of the narrow rule role-playing games are limited, but the gameplay and communication structure are open."

The teacher must prepare precisely in business games, organizational talent and have enough time. "The game should correspond to reality. The language problems can be discussed during the breaks in the game."

Exploration Games

"Exploration games are games in which – if possible according to the rules of the game – the fun and promising excitement - something unknown is sought, found, observed and explored.

The fulfillment of tasks on a topic or a still unknown area are in the Foreground. The players become researchers or detectives. are asked here Movement, orientation, cooperation and communication." Exploration games are orientation tasks (the way to school or a doctor find), search tasks (ID card lost - what should I do?), collection tasks (certain collect materials/objects and bring them with you), skill tasks (which group/the student is the quickest to find a specific object in the classroom).

Creative tasks (to produce a photo collage, video, a poem...) The exploration games can be used both in the classroom and outside (in the city, on the school grounds...) occur.

Conclusion

If you use these games in the classroom, it demands the commitment of the whole People. The students want to move, they also dare to have different feelings express such as joy, anger and the like. This then leads to the fact that students are no longer under the control of the teacher, which



can also lead to the escalation of the whole lesson. It will then difficult to get the students to focus on the lesson again.

The rules of the game are of enormous importance in games that you create yourself. You have to pay attention to the correctness and explain the essentials in the game instructions in order to Afterwards, not to stray the students and to avoid quarrels between the groups.

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