USING GAMES IN LEARNING ENGLISH AND THEIR TYPES

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Abstract: *This article provides information about games used in learning English as a global language, their types, and how to choose games that are appropriate for the topic.*

Keywords: *low pressure, scrambled, interconnected, acquisition, real-life, student-centered*

Annotatsiya: *Ushbu maqolada ingliz tilini global til sifatida o'rganishda qo'llaniladigan o'yinlar, ularning turlari hamda mavzuga mos bo'lgan o'yinlar tanlashlash haqida ma'lumotlar beriladi.*

Аннотация: *В статье представлена информация об играх, используемых при изучении английского языка как международного, их типах и о том, как выбрать игры, соответствующие теме.*

In the modern era of globalization, communication across borders has become essential. Among thousands of languages spoken around the world, English has emerged as the most widely used global language. It serves as a bridge that connects people from different cultural, national, and linguistic backgrounds. Whether in education, business, technology, science, or travel, English plays a key role in international interaction. Therefore, learning English is not just a skill — it is a necessity in today's interconnected world.

In addition, English is spoken by over 1.5 billion people worldwide, either as a first or second language. It is the official or dominant language in more than 70 countries and is used as a common medium in international organizations like the United Nations, the European Union, and ASEAN.

Moreover, Most scientific journals, research articles, and technological manuals are written in English. Learning English opens the door to vast academic resources and allows individuals to stay updated with the latest global innovatsion. That is why learning English is the key to opening doors of opportunity for today's youth.

Learning English as a foreign language can sometimes be challenging, especially for young learners. To make the process more engaging and effective, teachers often use various teaching techniques. Among these, games play a significant role. Games are not just a source of fun — they create a dynamic and interactive classroom environment that encourages active participation, reduces anxiety, and helps students practice English in a meaningful context.

The Importance of Using Games in English Language Learning:

Increased Motivation: Students are more motivated to learn when they are having fun. Games grab their attention and make lessons more enjoyable.

Active Learning: Games require students to think, speak, listen, and interact — all of which are key skills in language acquisition.

Language in Context: Games often use real-life situations, helping students understand when and how to use language appropriately.

Confidence Building: Through repeated and low-pressure practice, games help students gain confidence in using English. Many games have been created to develop the above characteristics in students, including:

1. Vocabulary games: These games help learners memorize, practice, and recall new words effectively.

Examples:

Word Bingo: Students listen and mark the correct vocabulary on their cards.

Memory Match: Matching words to their pictures or definitions.

Hangman: Guessing words by suggesting letters.

2. Grammar Games

These focus on helping students internalize grammatical structures in a fun and interactive manner.

Examples:

Correct the Sentence: Teams find and correct grammar mistakes.

Grammar Auction: Students "buy" correct sentences with fake money.

Verb Tense Race: Groups compete to form correct sentences using a given tense.

3. Speaking Games

These games encourage students to practice speaking fluently and confidently.

Examples:

Role-plays: Acting out real-life situations (e.g., shopping, asking for directions).

20 Questions: One student thinks of a word; others ask yes/no questions to guess it.

Find Someone Who…: Students walk around and ask questions to classmates.

4. Listening Games

Designed to improve learners' listening comprehension and concentration.

Examples:

Simon Says: A classic game for practicing commands and vocabulary.

Listening Bingo: Students listen to a passage and mark the words they hear.

Sound Discrimination Games: Matching similar-sounding words or phrases.

5. Reading and Writing Games

These games develop literacy skills in a fun and interactive way.

Examples:

Story Building: Each student adds a sentence to create a group story.

Scrambled Sentences: Learners rearrange words to form correct sentences.

Reading Relay: Teams read a passage and answer questions as quickly as possible.

6. Digital and Online Games

Technology-based games make learning even more engaging and accessible.

Examples:

Kahoot / Quizizz: Competitive quizzes that test vocabulary and grammar.

Wordwall: Customizable games like match-ups, missing words, and quizzes.

Duolingo: A gamified language learning app for independent practice.

Conclusion: Incorporating games into English language teaching is more than just adding fun to lessons — it is a powerful pedagogical tool that supports language acquisition in an engaging, interactive, and student-centered way. Games enhance motivation, promote active participation, and create a relaxed atmosphere where learners feel more confident using the target language. By integrating vocabulary, grammar, speaking, listening, reading, and writing into purposeful game activities, teachers can address multiple skills at once and cater to different learning styles. In today's digital age, combining traditional and online games offers even greater opportunities for dynamic learning. Ultimately, using games in the classroom transforms learning into an enjoyable and effective experience that fosters both language proficiency and a lifelong love for learning.

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