

Прыказкі вучаць любіць свой край, Радзіму, яе герояў і ненавідзець ворагаў. Трапна выказвае народ свае думкі пра шчасце, лес і долю, дабро і зло. Увогуле, прыказкі і прымаўкі - гэта своеасаблівая энцыклапедыя жыцця народа ў розныя гістарычныя эпохі.

Кожная эпоха пакідае пасля сябе велізарныя пласты прыказак і прымавак: у іх адлюстроўвалася жыццё розных гістарычных перыядаў.

Але, не глядзячы на гэта, прыказкі і прымаўкі знаходзяцца па-над часам і шырока выкарыстоўваюцца ва ўсіх сферах паўсясяннага жыцця, у тым ліку і ў сельскагаспадарчай дзейнасці.

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## **GAMES IN TEACHING FOREIGN LANGUAGES**

Lack of inspiration and motivation, using traditional methods of learning and teaching, being discouraged by their teachers and instructors, and having a fear of not learning English easily are some of the fundamental difficulties in learning to speak English correctly and fluently. Due to not having enough self-confidence, students of higher educational institutions face more problems in this area. To overcome this trouble, some teachers believe that games, specifically integrating ones into the teaching process, could increase students' desire and willingness to learn more and communicate in classrooms in all levels and from different interests.

Let's take a look at some examples of fun games and activities down below.

### **1. The Last Man Standing**

To play this language game for students, you need to arrange students in a large circle. Choose a theme or a category like games, colors, etc. each student will have to name one word within the chosen category and then pass the ball to the next student.

Each student needs to come up with a unique word related to the category. If they are unable to do it or repeat the word, that student will have to sit on the sidelines. The student who remains standing in the game will be the winner.

## 2. Pictionary

Pictionary is a drawing game that can be played as a language learning game as well. Since this game helps in improving speaking skills. One student draws a picture on the board and then the other person has to guess what it is.

Divide the group into two teams. One by one the team players of each team will come up front and draw the picture (as mentioned in the card). It is only with the drawing that teammates can guess the words. For each correct word, one team player will get a score. The first team to win 10 points will be the winning team!

## 3. Charades

Instead of drawing the picture, the team player has to do action. This one is fun and one of the most popular language learning activities.

To begin this game, write down simple verbs in English and the teammates have to guess the word in the second language with the action of the fellow team player. Keep an estimated time of 3 minutes for every turn. For each correct word, the team receives a point. The team with the first 10 points will win.

## 4. Taboo words

If you want your students to learn synonyms and descriptions at a good pace, then these linguistic games will do them good.

Make two teams in the classroom. Now one team player from both teams will sit in front of the “hot seat”. One student will stand behind the student in the hot seat holding one piece of paper with the word written on it. The fun part is that the student in the hot seat does not know what is written on the paper. The student cannot say the word in any circumstances! They have to guess the word.

## 5. 20 objects

Do you want to test your student’s vocabulary and memory all at the same time? Then you need to catch up with 20 different basic objects in your classroom. You can also bring items of choice aside from the classroom.

Now arrange the objects on the desk. Let the students look at the objects for 3 minutes. Then cover the objects and send students back to

their seats. Students will write the names of all the objects they can remember in the second language they are learning.

Call out the name of the objects to see which student got it right. The student with the most score will win.

#### 6. Categories

This is one of the most fascinating games for language learning to play at all levels. Students will be eager to play it even in their second language. Also with this game, the vocabulary improves quickly.

What you need to do is to ask students to draw at least 6 columns on their paper. Each column will be represented by a certain category like name, place, animal, thing, and so on.

Choose a random alphabet, to begin with. Write that letter on the board, and students will have an estimated time to write down words starting with that particular letter in the second language. If a student writes a unique word he would get 10 points for it. If the word is repeated by another student they both get 5 points and so on. Repeat it 5-6 times. The student with the most score will win in the end.

These are just a few examples of games that can be played with the students in the classroom. The benefits of using this method of teaching foreign languages cannot be overestimated. Games provide a constructivist classroom environment where students and their learning are central. Students draw their own meaning from these experiences while learning from their mistakes and also from each other. The students also build upon their previous knowledge and use their new knowledge in a situation separate from the activity in which they learned it.

Furthermore, the teacher is now able to make observations on each student and see what areas the class or individuals are struggling with or excelling at as well as the social dynamics of the group. Games provide students a situation to learn without barriers created by social norms, and mundane routines or performances. Games encourage language production and social interaction in a playful, nonthreatening way. Thus we can conclude that using games is a powerful method of teaching foreign languages which can be widely used in the classroom.