

THE EFFECT OF USING EDUCATIONAL GAMES ON THE STUDENTS' ACHIEVEMENT IN ENGLISH LANGUAGE FOR THE PRIMARY LEVEL CHILDREN

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Annotation: This piece of writing examines the significance of incorporating educational games in foreign language teaching and the advantages of implementing gamification methods in the classroom. Additionally, it proposes some game options that can be utilized for instructional purposes

Key words: techniques, young learners, foreign language, educational games, mixed classes

Introduction. Learning a language is difficult, especially for children. To make it easier, teachers use various techniques in the classroom, such as educational games. These games are essential in teaching foreign languages to young learners.

Utilizing games in the classroom helps to decrease the affective filter. That is to say, with the help of educational games some problems such as inhibitions, doubts, low self-esteem and lack of motivation can be mitigated. Learners can acquire the language the best when they feel friendly atmosphere, not only have fun but also focus on the lesson at the same time as they feel less stress. They feel themselves motivated and feel confidence towards their English knowledge. As Wright said: "by capturing learners' interest, games also lessen some of the hard work involved in learning a language".

Another positive factor in language learning is risk taking which is the main part of a lot of games. When risk-taking of games happens in a safe environment with other students and under the control of the teacher, it leads to language development. Games create opportunity for interaction among students which is considered necessary in learning process. Students take understandable input for language development, while they interact with other students. However, in mixed classes it also may help to push their level if advanced ones are grouped with those who has lower levels. Through games, teaching may occur unconsciously without learners even realizing it.

Learning may occur in authentic way, if games give situations in which students should prepare dialogues. Authentic contexts which every participant should share their opinions and understand others, as well as giving facts can be achieved by using games. However, integrating games into learning process is not easy process. "Foreign language teachers believe that there is a larger potential for pupils to learn more from games in their subject compared to other subjects" according to the latest study. It is true that everybody loves playing games no matter their age. Game is a huge part of child's life and his or her development as well. In a game all participants are forced to communicate with other members. The need for communication motivates students not be afraid of using their language skills and practice fluency. Education nowadays has changed a lot from the periods which learners were passive participants in the classroom, but nowadays they are active with the help of games.

Games as a key to interact students. There are number of reasons that games should be used in the language. Firstly, games can activate those who are not active because of lack of interest by providing fun for them. It is crucial to keep students engaged in order for teachers to effectively educate them, as they must actively participate in their own learning for it to be successful. It is crucial to keep students engaged in order for teachers to effectively educate

them, as they must actively participate in their own learning for it to be successful. Secondly, games have multiple benefits in language learning. They create a fun and engaging environment that allows participants to learn without feeling bored or stressed. Moreover, games help build relationships between participants and promote equality. They can also provide diversity in seating arrangements, which helps to keep the classroom environment exciting. Thirdly, games are useful for practicing language skills in real-life situations that students may encounter while traveling. By using games, the teacher can give students more responsibility and increase their confidence level. Fourth, in order to effective learning, students must experience emotions while being exposed to the language. These emotions can include variety of emotions such as happiness, excitement, amusement, and suspense which will create a positive learning environment and have a beneficial impact on language acquisition.

Conclusion. All in all, we can say that educational games are essential in teaching foreign languages to young learners. They create a fun and engaging environment that helps to decrease inhibitions, build relationships, promote equality, and increase language acquisition. Games also provide an authentic context for language development and help students practice language skills in real-life situations.

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