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**THE ROLE OF GAMES IN TEACHING VOCABULARY B1 LEVEL  
LEARNERS**

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**Abstract:** *Vocabulary is the main basic material of our speech and knowledge of vocabulary is an important prerequisite for the development of speech skills. The process of teaching vocabulary in high school represents a joint activity between teacher and students so the teacher's task is to do everything possible to maintain the student's interest and to make activities fascinating. Therefore, including thematic games in teaching process is vital. As for students, the game is an exciting activity and everyone is equal in it. A sense of equality, an atmosphere of passion, a feeling the feasibility of tasks - all this allows students to overcome shyness.*

**Key words:** *Education system, educational process, methodology, organization of teaching, motivation, teaching and learning vocabulary, thematic games.*

In a modern education system there is a need to implement educational process and its management in such a way that the development of individual abilities of schoolchildren was ensured. Increasing training loads and requirements for students and teachers require the use of such teaching aids that would help maintain and increase students' motivation to educational process.

One of the most prominent problems in modern methodology of teaching foreign languages is the formation of lexical skills. This problem is still is relevant, requires research, involves finding and testing new forms of teaching the lexical aspect.

Learning a foreign language from a psychological point of view is complex process of formation of new speech in the cerebral cortex system that begins to

coexist and constantly interact with already developed system of the native language, experiencing interfering influence, as in different languages, all components of the speech complex already make up a unified program of neural connections. Achieving similar results in foreign language is possible only by developing conditions that will ensure intensive functioning of speech motor stimuli in the first years of language acquisition [1].

One of the pressing problems of modern teaching methods of foreign languages is the organization of teaching high school age learners with the help of games. Hence, using thematic games in teaching vocabulary helps to increase the effectiveness of students' knowledge acquisition, including a large amount of lexical material when teaching English language. The using them in the classroom can fully contribute to the implementation of the process of involving students in communication.

At high school age there is a gradual change leading activity, transition from game activity to educational activity. In this case, the game retains its leading role. Therefore, the possibility of relying on gaming activity allows for natural speech motivation in a foreign language, to make elementary statements. Games in teaching a foreign language do not contradict educational activity, but is integrally connected with it. With the help of games it is easier to carry out inclusion in educational activities. The game requires from the learner deep attention, voluntary memorization, emotional restraint. After all every game has rules, and according to the laws of the game, the student must be attentive, follow these rules, be correct, subordinate their free will to game tasks [4]

These types of work help improve the quality of education, achieve best results with constant interaction with each other. These techniques are effective especially in teaching vocabulary because they allow for presentation and thorough testing of new lexical units in an interesting, exciting game form.

If vocabulary tasks are exciting and interesting, then they are good remembered, students have a feeling of a certain achievements that develop motivation for further learning. The cyclical process generates positive attitude

towards learning English language, which is one of the most valuable things that teachers can give students at the initial stage [3].

Based on the above, let's summarize. In teaching vocabulary it is necessary to introduce new lexical units, taking into account their direct and connotative meanings, at the same time showing collocation, synonymy and possible polysemy and it is all easier with the help of the games.

Thematic games used in the training and development of students, allow teachers to:

- conduct lessons in a non-traditional form;
  - disclose creative abilities of students;
  - take a differentiated approach to assessment students' educational competencies;
  - develop communication skills students;
  - ensure a free exchange of views;
  - take into account age psychological characteristics of schoolchildren;
  - organize the learning process in the form of a competition;
  - facilitate the solution of a learning task;
  - involve all students in the educational process;
  - feel the significance of the result for each student individually;
- practically consolidate received knowledge;
- to form the motivational sphere of students; expand your horizons students;
  - to develop the skill of joint activities [5]

Work on language acquisition by a student should include work with unconscious, associative perception of language and be associated with its general development. Learning vocabulary begins with familiarization with it. Usually, students listen to the audio recording, pronounce the words after the announcer then should try to guess the meaning of words without translation, using various clues: images, interpretations, giving words from opposite meaning or close to it, showing actions, objects and so on.

If you have difficulty determining the meaning of a word, they can use the dictionary provided at the end of the textbook. Further, several game tasks can be used to test understanding and memorization words For example, pronunciation of words in a chain, work in pairs, questioning teacher meanings of words, arrangement in alphabetical order, substitution in crossword, grouping by parts of speech and other exercises [2].

In conclusion it is obvious that introducing vocabulary through games it is better than mechanically memorizing words from a list. Therefore, to develop and improve communication skill and vocabulary it is important using game techniques, since the game is a kind of “doctor”, in the treatment of “depressive” conditions in the classroom. It helps to avoid static teaching, which is an important feature of the games.

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