THE IMPACT OF INCORPORATING GAMES AND PLAY-BASED ACTIVITIES IN ENGLISH LANGUAGE CLASSROOMS FOR YOUNG LEARNERS

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Annotation: This article emphasizes the transformative impact of integrating games and play-based activities for young learners in English language classrooms. It underscores how these methods promote holistic development by enhancing language skills, critical thinking, collaboration, and emotional growth. By involving children in interactive and enjoyable learning activities, educators establish dynamic environments that foster curiosity and creativity. These activities not only make language learning accessible and enjoyable but also provide opportunities for students to apply their skills in authentic contexts, reinforcing understanding and retention. Moreover, the text highlights the effectiveness of playful learning in building essential social competencies such as teamwork and effective communication, essential for future success. Overall, it advocates for an educational approach that leverages play to cultivate a positive attitude toward learning, preparing young learners to thrive academically and culturally in an interconnected world.

Keywords: games, play-based activities, interactive learning, English language classrooms, young learners, language acquisition, cognitive development, social skills, critical thinking, collaboration, emotional growth, curiosity, creativity, educational methods

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Аннотация: Эта статья подчеркивает трансформационное влияние интеграции игр и игровых активностей для молодых учащихся в английских языковых классах. Она подчеркивает, как эти методы способствуют всестороннему развитию, улучшая языковые навыки, критическое мышление, сотрудничество и эмоциональный рост. Вовлекая детей в интерактивные и увлекательные учебные активности, педагоги среды, способствующие любопытству создают динамичные креативности. Эти занятия не только делают изучение языка доступным и приятным, но и предоставляют возможности студентам применять свои навыки в аутентичных контекстах, укрепляя понимание и сохранение информации. Более того, текст подчеркивает эффективность игрового обучения в развитии ключевых социальных компетенций, таких как командная работа и эффективное общение, необходимых для будущего успеха. целом, статья отстаивает образовательный использующий игру для выработки положительного отношения к обучению, готовя молодых учащихся к успешной академической и культурной адаптации в международной среде.

Ключевые слова: игры, игровые активности, интерактивное обучение, английский языковой класс, молодые учащиеся, освоение языка, когнитивное развитие, социальные навыки, критическое мышление, сотрудничество, эмоциональный рост, любопытство, креативность, образовательные методы

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Annotatsiya: Ushbu maqola ingliz tili sinflarida yosh o'quvchilar uchun o'yinlar va o'yinga asoslangan faoliyatni birlashtirishning transformativ ta'siriga urg'u beradi. Bu usullar til ko'nikmalarini, tanqidiy fikrlashni, hamkorlikni va hissiy o'sishni oshirish orqali yaxlit rivojlanishga qanday yordam berishini ta'kidlaydi. Bolalarni interfaol va qiziqarli ta'lim faoliyatiga jalb qilish orqali o'qituvchilar qiziqish va ijodkorlikni rivojlantiradigan dinamik muhitni yaratadilar. Ushbu tadbirlar nafaqat til o'rganishni qulay va qiziqarli qiladi, balki o'quvchilarga o'z ko'nikmalarini haqiqiy kontekstda qo'llash imkoniyatini beradi, tushunish va eslab qolishni kuchaytiradi. Bundan tashqari, matn kelajakdagi muvaffaqiyat uchun muhim bo'lgan jamoaviy ish va samarali muloqot kabi muhim ijtimoiy vakolatlarni shakllantirishda o'ynoqi o'rganish samaradorligini ta'kidlaydi. Umuman olganda, u o'rganishga ijobiy munosabatni rivojlantirish, yosh o'quvchilarni bir-biriga bog'langan dunyoda akademik va madaniy jihatdan gullab-yashnashga tayyorlash uchun o'ynaydigan ta'lim yondashuvini qo'llab-quvvatlaydi.

Kalit so'zlar: o'yinlar, o'yinga asoslangan faoliyat, interaktiv ta'lim, ingliz tili sinflari, yosh o'quvchilar, til o'zlashtirish, kognitiv rivojlanish, ijtimoiy ko'nikmalar, tanqidiy fikrlash, hamkorlik, hissiy o'sish, qiziquvchanlik, ijodkorlik, ta'lim usullari

Introduction

Incorporating games and play-based activities for young learners in English language classrooms has garnered increasing attention in recent years. This approach is rooted in the understanding that young children learn best through engaging, interactive, and enjoyable experiences. Games and play are not merely recreational; they are powerful educational tools that foster language acquisition, enhance cognitive development, and cultivate social skills.

Educators can create a dynamic and stimulating environment that motivates students and promotes active learning by integrating these activities into the curriculum. Research consistently indicates that young learners tend to retain information and develop language skills more effectively when actively engaged in the learning process. Games and play-based activities provide opportunities for meaningful use of the target language in a low-stress, enjoyable context, which can significantly reduce anxiety and increase students' willingness to participate. These activities can range from simple vocabulary games and roleplaying scenarios to more complex board games and digital applications designed to enhance linguistic skills. Additionally, incorporating play into language learning leverages children's innate curiosity and creativity. It motivates them to explore new ideas, experiment with language, and engage with their peers, thereby improving both their linguistic abilities and social skills. For instance, collaborative games can teach students how to communicate effectively, negotiate meanings, and solve problems together, which are crucial components of language learning. Furthermore, play-based learning aligns with various educational theories and practices that emphasize the importance of experiential learning. According to Jean Piaget's theory of cognitive development, children learn by doing and engaging in activities that require active thought and reflection. Lev Vygotsky's sociocultural theory also underscores the significance of social interaction in cognitive development, suggesting that language learning is deeply rooted in social context and collaboration. All in all, integrating games and play-based activities in English language classrooms for young learners offers numerous benefits. It makes the learning process enjoyable and engaging while supporting the development of essential language skills and cognitive abilities. By fostering a playful and interactive learning environment, educators can help young learners cultivate a positive attitude toward language learning and establish a strong foundation for future academic success.

Materials and methods

Young learners mean children from the first year of formal schooling (5 or 6 years old) to the age of eleven or twelve. Young learners have special characteristics that differentiate them from adult learners. It should be known and understood by the teacher to give a contribution to improving the quality of the teaching and learning process. Some young learners have their own characteristics. The child needs to evaluate himself/herself adequately because an inadequate self-evaluation distorts the personality, makes favorable conditions for the formation of negative features, and complicates the normal mental development of the child. There are some of their general characteristics that teachers and parents should know:

Physical side

- ✓ The physical world of young children is dominant.
- ✓ Their understanding comes through hands, eyes, and ears.
- ✓ They perform physical activity in many ways: such as coloring, drawing, and writing.
- ✓ They are at the developing stage (Critical Period).

Social side.

- ✓ They are happy playing and working in the company of others (Sitting with others encourages cooperation) (Philips). Young learners learn best when they learn through games. Let games be an essential part of your teaching.
- ✓ They are aware of themselves concerning others.

Psychological side

- ✓ They have a short concentration span. So teachers should vary their techniques to break the boredom, they should give different activities such as handwriting, songs, games, etc.
- ✓ They are free of prejudice.

- ✓ They get bored easily. Children have no choice but to attend school. The lack of choice means that class activities need to be fun interesting and exciting as possible by setting up the interesting activities.
- ✓ They are forgetful.
- ✓ They like imitating. They enjoy imitating and are skilled at listening accurately and mimicking what they have heard.
- ✓ They have high curiosity.
- ✓ They are risk-takers.
- ✓ They are imaginative. Use pictures to teach new vocabulary related to concrete meanings, but may have some difficulties distinguishing between imagination and the real world.
- ✓ They are very active. Try to ask them to play games, role-play dialogues, and involve them in competitions.

Other Characteristics

- ✓ Their first language is not fully developed.
- ✓ They need to develop their native language (s).
- ✓ They do not need linguistic knowledge.
- ✓ They learn language for communication (how), not the rules (what).

The characteristics of young learners mentioned by Clark (1990: 6-8):

- ✓ Children are developing conceptually: they progress in their thinking from concrete to abstract concepts.
- ✓ Children have no real linguistics, different from adult learners who already have a certain purpose in learning a language, for instance, to have a better job, children rarely have such needs in learning a foreign language. They learn subjects that the school provides for them.
- ✓ Children are still developing; they are acquiring crucial skills such as turn-taking and using body language. Young children are very egocentric, they tend to revolve around themselves.

According to the report regarding characteristics of young learners, which was published by Guangdong Teacher College of Foreign Languages and Arts, young learners (children) normally imitate their teachers and tapes, interact with others, are willing to take risks, make mistakes, and play. Research has shown that the more engaging and entertaining a learning activity is, the more likely children are to pay attention to it and actively participate. Since this is the case, does it imply that young learners, particularly children, will learn better once they immerse themselves in entertainment or playing? Whether the answer is yes or no, one of the articles in VOICE magazine which is the publication under British Council has stated that 'Play' has taken a significant role in terms of the meaning of life to children in their development stage. Simplistically, 'Play', in this respect, can be regarded as a testing ground for language as well as reasoning skills. It is further suggested that when talking about language learning, teachers of foreign languages are advised to promote learning through playing as much as possible (Villarroel, 2015). Among all the most entertaining and exciting ways to promote such learning, educational games (flashcards, competitions, races, so on, and so forth) could be counted as the best means to introduce and encourage active learning as well as help children to develop their social skills (Villarroel, 2015).

Including these factors, teachers should pay attention to making ESL lessons interactive for all levels of English language learners, especially so for younger students and teens. This is because children have shorter attention spans and teens may lack the natural motivation that older students have for language learning.

Keeping your class interactive ensures that students are engaged in the lesson. Here are a few ways to achieve this:

✓ Encourage students to speak up by reducing teacher talk time and giving them plenty of opportunities to talk.

- ✓ Find out what your student's interests are and use them in your class. For example, if you are teaching teens a lesson, try using one of their favorite pop songs to demonstrate the language point.
- ✓ Use a variety of media, such as podcasts, videos, news articles, and music, to keep things interesting and lively.
- ✓ Offer small rewards or other incentives to motivate students. These can be straightforward, for example, "If everyone participates at least once today, you can pick three short English videos on YouTube to watch during the next class.
- ✓ Involve students in the lesson planning. For example, give them two options for activities for the next class and let them vote on which one they want to do. This will make them more invested in the lesson!
- ✓ Incorporate fun ESL games and activities

According to Roth (1998), playing is a child's natural way of learning. Since childhood, constructive play has been an important element of children's intellectual, emotional, social, and physical development (NIU). When children are exposed to a learning environment that includes constructive play, their intelligence, such as their knowledge and understanding of the world around them, is confirmed to expand (NIU). In this sense, play thereupon helps prepare children for their academic learning once they begin their school years and even at each step along the academic journey. However, the most common misconception about learning is that it is supposed to be serious, intense, and, no doubt, solemn (Kim, 1995). There is a common assumption that if someone is having fun, experiencing laughter, or enjoying themselves in their learning environment, they may not be truly learning. However, it's important to acknowledge that it is indeed possible to learn effectively while also enjoying oneself at the same time. When it comes to children's learning environment, it is almost impossible to separate playing from learning. This is due to the undeniable fact that children love to play, and most importantly, plays happen to

mirror what is important in their lives. In conclusion, play is widely recognized as preparation for children as they transition into fulfilling adult lives (NIU).

Conclusion

All in all, incorporating games and play-based activities into English language classrooms for young learners offers a multifaceted approach to learning that goes beyond traditional methods. By involving children in interactive and enjoyable activities, educators establish environments that promote not only language learning, but also critical thinking, collaboration, and emotional growth. Research underscores that playful learning experiences stimulate curiosity and creativity, making language learning more accessible and enjoyable for young learners.

Furthermore, these activities provide opportunities for children to practice and apply language skills in authentic contexts, reinforcing their understanding and retention of new concepts. Through engaging in games, role-playing, and interactive exercises, students enhance not only their language skills but also develop crucial social competencies such as teamwork and effective communication. Ultimately, the incorporation of games and play-based activities in English language classrooms empowers young learners to approach learning with enthusiasm and confidence. It cultivates a positive attitude towards language acquisition and sets a foundation for lifelong learning and cultural understanding. By embracing these innovative methods, educators can effectively nurture well-rounded individuals who are equipped to thrive in an interconnected world.

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