

## HOW TO TEACH LEARNERS THROUGH DIDACTIC GAMES

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### ABSTRACT

When you start talking about games and activities as a way to teach English, you should explain what these words mean. Play is what most kids do most of the time, and it helps them meet their own needs and interests. It is something that happens on its own and is done for fun. Play is being able to use your imagination to make up situations and places. It's also being able to re-create and improve the outside world with things you've made on the inside, and it's being able to use your energy in a creative way. Play, then, is a picture of the hidden creative forces in a person. The most common ways to divide games are by theme, building, movement, and teaching. But because my work is about teaching, I will focus most on educational games.

**Keywords:** educational games, teacher, pupil, play, creativeness, communication skills.

### INTRODUCTION

There are clear rules for how to play a game. Sometimes it's hard to tell the difference between a play and a game, but the main difference is that games have rules that are set or imposed, while plays happen on their own. Also, games often involve both competition and working together, so they are always linked to winning or losing. But the didactic game is part of the group of ways to teach. It is meant to teach something, so it can be used as a learning tool. Students solve both theoretical and real-world problems, but they don't use the information from the teacher or the textbook. Instead, they "make up" their own solutions. Also, teaching is not the point of the game; it is what comes out of it. Lastly, language games are ones in which you have to use a foreign language to reach a goal. They might be like theme games or have parts that are like movement games or building games. Their advantage is that the game is fun and they

can play it again. We can also tell the difference between games that teach the language system and games that teach communication skills. The first one is used to make true statements, which give students points. On the other hand, the other one focused on how well the transfer or getting of information worked.

## METHODS AND MATERIALS

What educational games and activities mean and how they work. Educational games are an important part of learning a language. Teachers use them to introduce or review new information and to give students a "break" in the lesson to help them stay focused and on task. During the first part of a child's education, learning is mostly done through games and other activities. They offer English classes that are fun and different. Because of this, they have a lot to teach and teach us [1].

In general, plays satisfy a child's natural needs, his or her curiosity about the world, and his or her desire to learn about new things and change reality. It is the best way for a child to learn because it helps him or her grow both emotionally and intellectually. This makes people smarter, more imaginative, more focused, and better able to solve problems. It opens up the mind to new ideas and boosts self-confidence, which helps get rid of complexes and shyness. On the other hand, when people are relaxed, they can talk about how they feel.

Also, the kids take every game they play very seriously. To them, play and work are the same thing. So, when we include this kind of child's play in organised foreign language learning, we make a change: the content of the teaching takes the place of the game's object, and the way the structure with "hidden grammar" is put into place takes the place of the game's rules. The child's activity then has a lot to do with foreign language activity. Also, students learn the skills they need to function well in a way that is fun and interesting. Children learn how to work together in a group, listen to each other, and respect the opinions of others. They also learn how to win and lose. Also, educational games help people learn how to communicate with their surroundings. They strengthen the ideas and put together the information they've learned from their own lives. They use their minds and develop their skills.

One of the most important things that language games and activities do is get people excited about learning the language. You can learn a lot if you get curious and interested about what you're doing. Games are a good way to get students involved and motivated because they are different from most of the lessons.

They don't force kids to do stereotypical activities and do specific tasks, which is often what teachers do. Students don't get

bored with them because they are spontaneous and hard to plan. They make people feel free and comfortable.

Also, when kids see that what they are doing is working, they are even more likely to keep doing it.

Success is one of the things that builds, keeps, and supports motivation the most. Learners are eager to do their best work when they feel good about themselves and when their hopes come true. So, kids like this kind of activity, which makes it a much better way to teach.

The ability to work with other people is also very important. To win, everyone works together for the good of the team. When you win, you feel a lot of satisfaction. Even if the project fails, the participants don't feel it as much because they are all responsible for it. Also, students who aren't as good get a chance to show what they can do and win. When they work in a group and are influenced by others, they tend to be more creative and interested.

So, the fact that language games are fun is a very important part of the learning process. Because of this, classes are run in different ways to meet the natural needs of students at this age. When students don't just do what the teacher tells them to do, their motivation goes through the roof.

The function of teaching is also a very important one. Language, phonetics, and communication skills can be improved through games. Students can get better at these skills by playing the same games over and over again.

Also, in order to play some games, you need to know how they are structured. Players try to get better at these structures because the more freedom they have to use the language, the more likely they are to win. Also, as you can see, there are parts of the motivational function in the didactic function. When they work together, they can make great things happen and make failure less likely.

The teacher can also try to get students to do simple things like sit down when they are told to. Rise up! Do a hand clap! and a lot of others. Children also enjoy doing activities that are based on what is said in the song, poem, or nursery rhyme. When you combine spoken language with physical activities, you can quickly learn new structures, which become more solid as you repeat them.

The educational function is just as important as the other ones. If you want to play the game with other people, you have to follow the rules. Children learn how to get along with others and respect their differences. By playing the game, they have to learn how to deal with different behaviours and feelings, both good and bad.

When they work together in a group, they learn things like friendship, loyalty, and how to deal with failure. They also have to deal with bad things like cheating, putting themselves down when they lose, and making fun of the other team. In this case, the teacher should be careful not to let anything bad happen. His job is to praise good behaviour and tell people what they need to do to keep the game going smoothly.

## RESULTS AND DISCUSSION

The function of putting things together is also important. It lets you plan the student's and teacher's time and activities, which are set by the rules of the game. Games are often played in pairs or small groups. This lets students interact in more complex ways, learn more about their skills, and get shy students moving.

Students usually work well together in groups because they want to show what they can do and help the team as a whole. They can work together with other members and compete with another group at the same time. This makes them feel responsible for what they do and what other people do. They can get things done well even when time is tight because they are good at setting up tasks to be done.

So, language games not only help organise the class time, but also help the students themselves become more disciplined because they require them to follow the rules, control themselves, and evaluate themselves.

Games also make people feel good and help them let go of tension and bad feelings. By doing different things during the lesson, students who have failed in the past start to believe in themselves again. So, we can say that it has a healing effect. Participating in play lowers tension, helps kids deal with stress and failure, makes it easier for them to adjust to new situations created by school, and supports other things the teacher does to help the child's development [2].

Also, kids move around a lot when they play, which is important when they are young. It helps people learn, lowers stress, and breaks down language barriers. When kids work with people they like, they feel safe and worry less about how the teacher will grade them.

Another good thing about language games and activities is that they can be done by anyone. They can be used in almost any subject or situation. You can also change well-known games to fit a new issue. The teacher can also have the students make games about a certain topic, which is sure to get everyone's attention.

Games also help people figure out what's wrong and learn new things. Based on them, it's easy for the teacher to figure out how much the students know, what they don't know, and how

they handle new communication situations. Because of this, the teacher has the chance to make any changes, add to the material, or correct the way they are teaching.

Concerning the cognitive function, the teacher is able to watch the students. He can learn about their personality, what they've done in the past, their skills, and their flaws. Games let you see how kids act in their own ways, which is hard to see when they are doing normal things. The teacher often pays attention to the students' reasons for learning, how they feel about learning, and any problems they have with learning.

The teacher's role and responsibilities during educational games. The first thing a teacher has to do is choose the type and level of difficulty of educational games. It should be based on getting the best educational results while taking into account the needs and skills of the students. During games, the teacher does a lot of different things.

He or she is mostly in charge of planning and starting things up. He or she decides when the game starts and how long it goes on for. He or she tells the students how the game will go and what the rules are. He or she can also put them into groups and choose a leader for each group. It is very important that the commands are clear and precise so as not to add more confusion and uncertainty than is necessary.

The teacher's other job is to help the kids and make them feel safe. He should care about them, understand what they need, and help them get through hard times. Then, thank them for all they've done, what they've accomplished, and how far they've come. Children want to feel sure of themselves. Even if they still make a lot of mistakes, they shouldn't worry about what the teacher will do. There will be a lot of humour and jokes in the lessons, which will help in this situation [3].

The teacher should also talk about any good things that can come out of the lesson. This also applies to language games; the students want to know what they can learn while playing. It turns into a huge problem for them. At the end of the game, the teacher should give a brief summary of the results and tell the students how they did and where they went wrong. He or she can offer other ways to solve problems or encourage students to come up with their own ideas. It is just as important to praise the kids for their hard work and dedication as it is to reward them for working together.

Also, the teacher shouldn't limit the freedom of the students. Children work well when they do things on their own that are driven by their own needs and interests. So, language games are a great way to get people interested and help them learn. Students' initiative and creativity are sparked when they are given new tasks.

## CONCLUSION

The teacher's job is to get the students involved in both the lessons and the games. So, he or she should play the widely understood role of motivating. Encourage kids to try new things, think of creative ways to solve problems, and look for new ways to do things. A good teacher supports the choices of their students, believes in their skills, and makes sure they have the right conditions to grow. Sometimes the teacher will let a student run the game, and then he or she will just watch and decide. He or she keeps an eye on how the game is going and makes sure everyone is following the rules. Often, the teacher stops just watching and joins the game on the same terms as the other players. When kids compete with their teachers, they get a lot of fun out of it and feel good when they win. It makes people feel good and brings the group closer together.

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