THE UTILIZE OF INTERACTIVE GAMES FOR TEACHING FOREIGN LANGUAGES

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ABSTRACT

Since the years of independence,comprehensive developments have pushed the education sector as well.In other words,there is a real focus on change in education system.This article gives you a brief overview on education and training. At the same time,it boosts students' data analyzing skills and stimulates critical thinking.

Keywords: interactive games ,language skills ,creative and critical thinking skills, Learner –centered approach, communicative competence, qualified workforce.

INTRODUCTION

Learning foreign languages no longer a pastime ;it's necessary because it results in students   achieving divergent thinking , creativity and   cognitive development. According to view of the president of the republic of Uzbekistan, SH.M.MIRZIYOYEV we should create the necessary conditions for the youth to acquire deep knowledge and modern professions and train a highly qualified workforce ,young specialists capable of taking on responsibility for the future and further development of the country. In addition, our president states that in the system of education we attach a great importance to teaching students not merely liberal arts and vocational skills, but also required learning of foreign languages. Thats' why nowadays the main goal of teaching lerners has become to improve lerners' communicative skills,competence and culture using different effective innovative ways of teaching English.

Students automatically begin to improve their language skills while solving a problem in this. Yelena Basta points that contemporary times call for a shift of traditional foreign language teaching methods towards new and innovative methods ,and argues in favor of the case method as a multi-disciplinary approach, including both linguistic and non-linguistic,core-subject matters, which enables the application of theoretical non -linguistic   knowledge   and concepts into language learning. Although ,initially designed for non-linguistic disiplines,the case method to found its placein

language teaching,in particular English for Specific Purposes [ESP],being considered a source of more effective and encouraging language teaching methodology. Experts In various fields have a high level of cooperation with foreign partners,so they have a high demand for language learning.By combining different methods, the student will be able to tackle specific curricular. In this regard ,teachers need become familiar with modern methods of teaching foreign languages.

METHODOLOGY

So one of the innovative and effective ways of teaching foreign languages is teaching. Through interactive games, as they encourage, entertain, teach and promote fluency of learner, as well as interactive games are include activities which have goals and rules at the same time fun. Hadfield describes games as-an activity with rules, a goal and element of fun. That's why implementation of games are increadibly valuable in a class because they provide many opportunities for learners to learn the language. One of the methodologists,carrier mentions that there are three appropriate stages in a lesson that games can be used.Michelle Schwarz stresses that the method refines students'communication and critical skillsin the process of applying theoretical knowledge and searching for solutions,fostering students' information literacy and increasing their collaboration and team work.Information literacy is one of the most current issues in education of twenty first century.Therefore,teachers with the help of this method can develop not only students' language skills, but also their communication skills,team-working skills and critical thinking.Another important impact of this method is that students get knowledge not only from the teacher, but also from other students and also the teacher may get knowledge from students.By the way, teacher can implement an effective interaction between students and the teacher with the assist of the case study method.

RESULTS AND DISCUSSION

When games are employed as an introduction, the lesson begins with stimulation. At this point, the students' interest is provided from the very beginning of the lesson. Besides that, they play a very crucial role to know what level students already have. Moreover, games can be used for revision of a previous activity. Games are included after development the lesson to emphasize an item which is considered significant by the teacher for revision or practice.As learners may wish to play games purely for fun, teachers however, should be very careful about choosing games, if to make them profitable for the learning process, because not all games are appropriate for all pupils

irrespective of their age.Different age groups require various topics,materials and mode of games. That's why teachers should pay more attention to sew important things regarding the games;

First of all, games should be interesting they should include visuals,materials,sounds mine and ought to be clear enough and simple, so that children can understand what they are expected to do.

Secondly, games should be designed in such a way that children should be involved actively as much as possible. It is well-known that children learn easily and more quickly, if an activity requests their physical involvement.

Thirdly, games should have an aim and focus on the usage of language, as well as they shoud be in accordance with students' age and level of knowledge thus, they help students learn,practice or refresh language components;

The following interactive games are mostly used in language classes

-Find someone who;

-Information gap games;

-Puzzle solving;

-Miming;

-Bingo;

-Guessing,matching;

-Board games etc.

Culture also plays an essential roal in case studies and originate serious challenges for experienced students and teachers. In their research of student attitudes towards the case methods in Europe, the US and South-east Asia Saner and Yiu said that, since most cases used in business schools were written by American authors and are grounded in the American national character and business culture, non-American studens have difficulties in understanding and utilizing them. Jackson recommends that the instructors use both locally and internationally designed cases. She stresses the importance of the cultural component and advices that case writers and facilitators develop cases that reflect the local cultural context.

CONCLUSION

To recapitulate, Asian students tend to refrain from taking the initiative in a pair or group discussion and prefer not to disturb the harmony of the group by challenging of their peers or expressing different opinions, which might render the role plays stale and ineffective.Asian students are quick to come to an end debates because they prefer to get certain knowledge by listening to the teacher rather than creating heated discussion and

expressing own ideas independently.Moreover, modern language teching is aimed at shaping a more cultured individual who has the skills to self-analyze and systemize new knowledge.Many organizations are moving to a new level, using multimedia capabilities to send and receive information.The use of computers and other devices determines the success of the whole educational process.

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