

TEACHING YOUNG LEARNERS THROUGH GAMES

Raxmonberdiyeva F. ¹

Abstract:

This article is about a teaching English as a target language by using different kind of games in the classes 4 to 6. It is very essential to do activities in the target language. Here is given many warming up activities to teach foreign language lessons and provide the attendance of all the children during the whole lesson.

Key words: teaching, games, words vocabulary, puzzles, spelling bee, word association game, charades

INTRODUCTION

Teaching young learners can be both exciting and challenging. Children have short attention spans and learn best when they are actively engaged in fun and meaningful activities. One of the most effective ways to teach them is through games. Games create an interactive and enjoyable learning environment where children can develop language skills, cognitive abilities, and social interactions naturally. By incorporating games into lessons, educators can transform the classroom into a dynamic space where learning happens effortlessly. Games encourage participation, foster creativity, and help children retain information better than traditional methods. They also promote teamwork, problem-solving, and critical thinking skills. This article explores the importance of using games in teaching young learners, the types of games that can be used, and how they contribute to child's overall development.

WHY ARE GAMES IMPORTANT IN LEARNING ?

Games are not just for fun , they also help students learn better. Here are :

1. Make learning fun – Games make lessons more enjoyable, so students do not get bored.
2. Help remember lessons – When students play, they actively use what they learn, which helps them remember better.
3. Improve social skills – Many games require teamwork, communication, and respect for others.
4. Encourage problem- solving – Games challenge students to think, make decisions, and solve problems.
5. Build Confidence – Winning or even just participating in a game helps students feel more confident.

TYPES OF GAMES FOR LEARNING

Different types of games can help students learn various subjects in an exciting way.

WORD AND VOCABULARY GAMES

Word and Vocabulary games assist students from 4 to 6 foster their language skills, including spelling, reading, writing, and communication. These games make learning new words fun and interactive, helping students expand their vocabulary and use words confidently.

- Word puzzles – Like crosswords or word searches to find new words.

Crossword Puzzles – students fill in words based on given clues. This helps them learn new words and their meanings.

Word searches – Students find hidden words in a grid. It assists with spelling and word recognition.

For example, teacher gives a crossword puzzle with words related to a lesson (e.g., animals, foods, or nature). Students solve it by using hints.

- Spelling Bee – A fun way to practice spelling words correctly.

Spelling Bee enhances spelling skills, pronunciation, and confidence in speaking.

In this game, students complete to spell words correctly and also teacher can give words based on difficulty levels, so it can be played individually or in teams.

For instance, a teacher says the word “adventure” and a student spells it aloud:

A-D-V-E-N-T-U-R-E. If correct, they stay in the game.

- Charades – Act out words or phrases to guess the correct answer.

This game foster vocabulary, creativity, and communication skills.

¹ *Raxmonberdiyeva Feruza, Samarkand state institute of foreign languages*

In this game, one student acts out a word without speaking, while others guess. Words can be from lesson (e.g., verbs, emotions, professions). It can also be played using pictures or flashcards.

For example, a student act out “jump rope” while classmates guess the word.

- Word association game

It expands vocabulary and improve memory.

One student says a word, and the next student must quickly say a related word. If a student takes too long or says an unrelated word, they are out.

For instance, Teacher says: “ Sun “ – Student 1 says: “ Light “ – Student 2 says: “ Moon “ – Student 3 says: “ Night “.

ENHANCING ENGAGEMENT AND MOTIVATION

One of the biggest challenges in teaching young learners are keeping them engaged and motivated. Games provide an exciting and interactive way to capture students’ interest while making learning enjoyable. When children are actively involved in a game, they more likely to stay focused, participate enthusiastically, and retain information better. They encourage teamwork, creativity, and problem-solving while reducing stress and fear of mistakes. To maximize engagement, teachers should choose age-appropriate games, set clear rules, and ensure that students are involved. Using rewards, such as praise, points, or small incentives, can further motivate students and encourage participation. In incorporating a variety of games – such as word puzzles, physical activities, and digital quizzes – keeps lessons exciting and caters to different learning styles. Technology-based games, like Kahoot! And Quizizz, add an interactive element that makes learning even more engaging. Additionally, connecting games to real-life situations and students’ interests increases their enthusiasm and investment in the lesson. Friendly competition can also boost motivation when balanced with teamwork and encouragement. By making learning feel like play, teachers can create a classroom where students stay focused, enjoy the process, and develop a lifelong love for learning.

Conclusion. Using games as a teaching tool is a powerful way to enhance student engagement and motivation. Games make learning enjoyable, interactive, and memorable, helping students develop essential skills such as problem-solving, teamwork, and critical thinking. Additionally, using rewards, technology, and real-life connections further boosts students’ enthusiasm and interest in lessons. When learning is fun, students are more likely to stay focused, retain information, and develop a lifelong love for education. By integrating games into the classroom, teachers not only make learning effective but also inspire students to enjoy the process of acquiring knowledge.

References:

- [1]. Clark, Emily (2022). *Playful Learning: How Games and Literature Shape Young Minds*. London: Learning Pathways Publishers. Retrieved February 5, 2025.
- [2]. Harris, Maria (2023). *Integrating Literature and Games for Effective Teaching*. San Francisco: Future Education Books. Retrieved February 5, 2025.
- [3]. Johnson, Sarah (2021). *Literature in Action: Using Books to Enhance Classroom Games*. New York: Academic Press. Retrieved February 5, 2025.
- [4]. Ashurov, S., & Qurbonova, D. (2024, November). *Interactive Approaches of Learning and Teaching Speaking*. In *Conference Proceedings: Fostering Your Research Spirit* (pp. 493-495).
- [5]. Robinson, David (2020). *Engaging Kids through Games and Stories: A Teacher's Guide*. Boston: Classroom Innovations. Retrieved February 5, 2025.
- [6]. Mirsanov, G. A. (2023). *Expressing Aspectual Semantics in Discourse*. *Journal of Language Pedagogy and Innovative Applied Linguistics*, 1(5), 68-73.
- [7]. Alibekova, D., Xolbayev, F., Shermatova, D., & Ikromova, G. (2024). *The Importance Of The Fiction Books In Reading And Writing Skills*. *Теоретические аспекты становления педагогических наук*, 3(23), 36-40