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Game technologies in teaching vocabulary in primary school

В статье обсуждается использование игровых технологий в обучении лексике учащихся начальной школы. Рассматривается важность игры при планировании урока иностранного языка в младших классах. Описывается структура игры, анализируются ее функции в учебном процессе.

Ключевые слова: игровые технологии, учебный процесс, начальная школа, лексика, навык

This article discusses the use of gaming technologies in teaching vocabulary to elementary school students. The importance of the game when planning a foreign language lesson in elementary grades is considered. The paper describes the structure of the game and its functions in the educational process.

Keywords: gaming technologies, educational process, elementary school, vocabulary, skill

In elementary school, teachers may be faced with the challenge of how to present vocabulary to students in a way that makes it stick in memory. After all, children are not always assiduous and attentive in the classroom, especially in foreign lan-

guage lessons. The language is something new to them. Therefore, the teacher faces an important task, not only to teach, but also to interest the student.

Learning English begins with vocabulary, the volume of which increases every year more and more. Therefore, teachers think about what method of teaching is more effective. In this case, the use of gaming technologies is an excellent method of teaching vocabulary.

Games practice learning, consolidating new lexical units, develop communication skills, remove embarrassment if you want to express your point of view to tell the student. They perfectly help in learning new words, activate attention, thanks to which children memorize vocabulary much better and faster. Also in the game, you can use songs, cartoons in a foreign language, role-playing scenes, all this will help memorize and consolidate new material. A game is an activity in artificially created conditions that influences the formation of a person's psychological formation. During the game, students begin to develop such important qualities as memory and attention. In the game, they can focus much better than they would in normal tasks. Actions in a game situation have a constant impact on the development of mental activity of students in the study of vocabulary. Students try to act independently, according to the situation, without chasing the ideal. They are not afraid to do something wrong, because it will not lead to any serious consequences. Therefore, the game contributes to the gradual development of the transition to thinking in terms of representations. It plays a special role in teaching vocabulary [1]. The game has a number of features:

1. Communicative;
2. Information;
3. Contact;
4. Therapeutic;
5. Educational;
6. Developing;
7. Activity;
8. Entertaining.

The structure of the game includes the formulation of a general problem, the goal and tasks that students must solve by the end of the game. In this case, the goal is to master certain lexical units. As for motivation, it is voluntary, as there is an opportunity to choose the game, and there is also an element of competition. The structure of the game as an activity includes:

1. The roles that the players have taken on;
2. Real relationships among the participants according to the situation;
3. Plot – invented conditions that accompany the participants throughout the game;
4. Game action as a way to play these roles;
5. Replacing real things with game ones, for a lighter environment;

When teaching English vocabulary in elementary school, teachers can use various games that develop listening comprehension, which is quite important in learn-

ing vocabulary. These can be games like "What is missing?" – What is missing? – in this game, children must guess what the subject is and name it. This type of game activity develops the skill of listening, activates attentiveness, develops memory, observation. Lexical games are used to introduce new vocabulary in English lessons. They activate and reinforce the acquired new knowledge. The selection of lexical units is considered one of the most important stages in the English lessons in elementary school. Vocabulary is selected based on what surrounds us around. For example, "My classroom", "Animals", "Food", "The weather", "My body", "My flat", "Clothes", etc. There are also special vocabulary cards that can be used in game methods. With them, you can beat a lot of different themes. For younger students, the use of gaming activities in the English lesson when learning vocabulary is more fun and joy. When something is interesting to us, then our attention, memory, thinking are already involuntarily activated, we begin to think, reason, fantasize. And since the game is not only entertaining, but also educational, it begins to be an excellent tool that helps a teacher in teaching a foreign language. After that, we wonder what kind of game to choose then, so that children who have recently come to school would be interested. After all, compiling a game is by no means an easy process for a teacher. It should take into account both the level of knowledge, the material covered, and the personal characteristics of the children. Students participate in the game with great interest, interact with each other, help if necessary, listen carefully to each classmate. Therefore, they need to select such lexical games that will contribute to the development of these qualities. Role-playing games, competitions, contests will help here. Dividing the class into teams, the child has a desire for his team to be the first. Even the most quiet and modest member of the team has the desire to win. An excellent option when teaching vocabulary to younger students is the use of toys in the game [2].

The use of gaming activities allows you to overcome the transition to learning a foreign language and positively influence the development of the individual. The game is designed to create a direct, light and joyful atmosphere in the classroom. The game also leads to the formation of reflection in students, since in the game there is an opportunity not only to control the situation, but also to evaluate their actions.

Game is a way of education. The game forms a team. Common emotions in the game unite children as one. The game instills a sense of collectivism, which is accompanied by mutual support. A well-designed game contributes to the rapid memorization of new lexical material. Children begin to play even in childhood, giving each other roles. No wonder psychologists urge parents to ensure that a lot of life rules are instilled in the child through the game. For elementary school, game activity is one of the important and significant components of learning, because children better learn everything new and unknown, learn to subordinate their behavior to general rules in society, mostly through the game. Game activity is one of the best and most effective methods of teaching vocabulary.

Thus, the use of gaming activities is a very effective way to increase the effectiveness of the educational process when teaching vocabulary in English lessons in elementary school. The use of gaming activities in foreign language lessons is very relevant at the initial stage of learning. The game creates a comfortable and relaxed climate, thanks to which the psychological burden is removed and interest in learning the language increases. The use of game methods is not only educational in nature, but also gives a great mood to all participants in the game. This forms and unites the class into one whole, into a team, develops independent application of what has been learned in practice. Game activity in elementary school is an excellent helper in building a lesson that will make the lesson fun and give motivation to children to learn a foreign language. The classification of language games for learning vocabulary is quite extensive, it is an excellent assistant for the teacher in teaching. The use of the game is an excellent tool not only in activating the mental activity of students, but also allows you to make the lesson interesting and exciting, having an emotional impact on students. The inclusion of a language game in the lesson helps to increase efficiency, since such activities are not routine, and therefore, the interest in learning increases, and most importantly, it helps to achieve solid and high-quality knowledge.

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Ways of formation of grammar skills of the English language in primary school

В статье рассматриваются пути формирования грамматических навыков на уроке иностранного языка в начальной школе. Сочетание игровых технологий и имплицитного подхода в обучении грамматике рассматривается как наиболее эффективное, поскольку оно служит более быстрому усвоению сложного грамматического материала.

Ключевые слова: грамматика, навык, ФГОС, урок

The article discusses the ways of forming grammatical skills in a foreign language lesson in elementary school. The combination of game technology and implicit approach in teaching grammar is considered to be the most effective, since it serves to accelerate the assimilation of complex grammatical material.

Keywords: grammar, skill, GEF, lesson