



# THE ROLE OF PLAY IN ENGLISH CLASSES IN THE DEVELOPMENT OF STUDENTS' SPEECH AT THE TEXTILE INSTITUTE

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## ABSTRACT

*This article is written about the role of the English language is not only exchange of information in social life but it is language of development, science and technology. There is said that English language is extensively taught in Uzbekistan. There are passed a lot of presidential decrees which gives opportunity to increase the using the English language. The role of games in teaching and learning vocabulary also identifying new words and comprehension of vocabulary plays an important role in language learning. How many and how well you know vocabulary shows the language ability of foreign language speakers. Teaching vocabulary using games is one effective and interesting way that can be applied in any classrooms.*

**KEY WORDS:** *role-playing games, ability, technique, method, teaching, English, vocabulary, lesson efficiency.*

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## РОЛЬ ИГРЫ НА ЗАНЯТИЯХ АНГЛИЙСКОГО ЯЗЫКА В РАЗВИТИИ РЕЧИ СТУДЕНТОВ ТЕКСТИЛЬНОГО ИНСТИТУТА

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### Аннотация

*В данной статье речь идет о роли английского языка, не только обмен информацией в общественной жизни, но и это - язык развития, науки и техники. В статье отмечен, что английский язык преподается в Узбекистане экстенсивно. Там переданы много указов президента, которое дает возможность увеличить использование английского языка. Роль игр в обучении и изучении словаря, также идентифицирующего новые слова и понимание словаря, играет важную роль в языковом изучении. Сколько и как хорошо вы знаете, что словарь показывает языковую способность спикеров иностранного языка. Также используя игры вовремя изучения языка является одним эффективным и интересным путем, который может быть применен в любых аудиториях.*

**Ключевые слова:** *ролевые игры, способность, методика, способ, обучение, английский язык, словарь, эффективность урока.*



## DISCUSSION

It is noted that in the framework of the Law of the Republic of Uzbekistan "On education" and the National Program for Training in the country, a comprehensive foreign languages' teaching system, aimed at creating harmoniously developed, highly educated, modern-thinking young generation, further integration of the country to the world community, has been created. During the years of independence, over 51.7 thousand teachers of foreign languages graduated from universities, English, German and French multimedia tutorials and textbooks for 5-9 grades of secondary schools, electronic resources for learning English in primary schools were created, more than 5000 secondary schools, professional colleges and academic lyceums were equipped with language laboratories.

The development of educational-learning process creates good convenience for students and gives opportunity to acquire giving material easily.

In the initial stages of learning a language, vocabulary plays a primary role in acquisition and communication. Vocabulary is a core component of language proficiency and provides much of the basic for how well learners speak, listen, read and write. Vocabulary acquisition is increasingly viewed as crucial to language acquisition. Yet, learning vocabulary is often perceived as a tedious and laborious process. Therefore, many methods helping language learners to improve and learn vocabulary have been given such as listening to foreign music, watching foreign cartoons or films with subtitles, reading books, newspapers, and playing games. Using games for learning and teaching vocabulary has been applied in many countries in the world; however, not many Uzbek language teachers as well as learners employ the effectiveness of the kind of methodology for vocabulary teaching and learning.

Nowadays, in the accelerating world of information technologies and high requirements imposed on language knowledge, mastering a foreign language is a key factor of our success in the employment market, in intercultural relations, in travelling and meeting new cultures. It is a demanding task posted in front of the learners as well as the teachers of any foreign language; however, the learning and teaching process should not consist of plain memorizing and drilling only, but some interactive and entertaining elements may be introduced into it. Language games or game-based activities are an example of this, a suitable means of effective learning combining practice with entertaining and competitive elements.

One of the crucial factors of a successful acquisition of a foreign language is learning vocabulary, it's storing in learners' memory and it's recalling when speaking.

Tradition and innovation in educational and scientific field is one of the many-sided and controversial questions. One of these questions is specific features of classical and modern education. Social activity lays in the basis of the specific features. With the changes of social activities take place changes in educational content. Nowadays there is great need in compiling of educational programs, in connecting them with international standards and international educational-scientific books.

The educational program is normative document and it is the basis of educational activity in high educational centers. It includes the main knowledge and formation of important skills of acquiring.

English language used by a lot of people and it is considered as an international language. The role of the English language is not only exchange of information in social life but it is language of development, science and technology. In academic purposes English language is used very widely and to explain the scientific theme using English have to be in Effective operational Proficiency (C1) or Mastery (C2).

English language is extensively taught in Uzbekistan. There are passed a lot of presidential decrees which gives opportunity to increase the using the English language.

Identifying new words is called vocabulary knowledge. Comprehension of vocabulary plays an important role in language learning. How many and how well you know vocabulary shows the language ability of foreign language speakers. Vocabulary has to be improved step by step. It is considered as a basis, fundament and frame of language. The more vocabulary one knows or acquires, the better more sentences they could create. Unknowing of many words make your language poor and weak. So vocabulary or we may call it as "word" is the main component of the sentences. As we know sentence is the collection of words connecting by meaning. If the words give some special meaning, it is important to efficiently and accurately communicate by appropriate words. Otherwise the information or topic would not be understandable or challengeable in meaning. Vocabulary is one element that links the integrated skills of listening, reading, speaking and writing all together.

Teaching vocabulary using games is one effective and interesting way that can be applied in any classrooms. The results of this article suggest that games are used not only for mere fun, but more importantly, for the useful practice and review of language lessons, thus leading toward the goal of improving learners' communicative competence

The role of games in teaching and learning vocabulary cannot be denied. However, in order to achieve the most from vocabulary games, it is



essential that suitable games are chosen. Whenever a game is to be conducted, the number of students, proficiency level, cultural context, timing, learning topic, and the classroom settings are factors that should be taken into account.

- Games are often used as short warm-up activities or when there is some time left at the end of a lesson. In this case, a game should not be regarded as a marginal activity filling in odd moments when the teacher and class have nothing better to do. Games ought to be at the heart of teaching (foreign) languages.

- Games can be used at all stages of the lesson. But teachers must be sure that games provided, are suitable and carefully selected by the teachers.

- Before playing a game teachers should give attention to the number of students, proficiency level, cultural context, timing, learning topic, and the classroom settings.

- Games also lend themselves well to revision exercises helping learners recall material in a pleasant, entertaining way.

These above things suggest that games are effective activities as a technique for vocabulary learning. Students also prefer games to other activities. Games not only motivate and entertain students but also help them learn in a way which aids the retention and retrieval of vocabulary using.

Although, it cannot be said that games are always better and easier to cope with for everyone, an overwhelming majority of students find games relaxing and motivating. Games should be an integral part of a lesson, providing the possibility of intensive practice while at the same time immensely enjoyable for both students and teachers. My research has produced some evidence which shows that games are useful and more interesting than other methods of vocabulary learning. Games in the classroom are an indispensable tool that should be employed by every English teachers and students. Games lead to better motivation of the students to learn the language, they promote better retention of the material, they help the students overcome any shyness or limitations hindering their process of study, and they help to foster a more enjoyable learning experience. Having such evidence, I wish to recommend the wide use of games with vocabulary work as a successful way of acquiring language competence.

Recently, using games has become a popular technique applied by many educators in the classrooms and recommended by methodologists in the world. Many sources list the advantages of the use of games in foreign language classrooms.

Though the main objectives of the games are to acquaint students with new words or phrases and help them remember vocabulary better and faster, they also help develop the students' communicative competence. From the observations, I noticed that

those groups of students who joined in and practiced vocabulary activity with games felt more motivated and interested in what they were doing. This may makes clear that more time devoted to activities leads to better results. The marks students received suggested that the fun and relaxed atmosphere accompanying the activities facilitated students' learning. The use of games during the lessons might have motivated students to work more on the vocabulary items on their own, so the game might have only been a good stimulus for extra work. It cannot be denied that games are useful and effective tools that should be applied in vocabulary classes. The use of games in learning acquisition is a way to make the lessons more interesting, enjoyable and effective.

Games have been shown to have advantages and effectiveness in learning vocabulary in various ways. First, games bring in relaxation and fun for students, thus help them learn and retain new words more easily. Second, games usually involve friendly competition and they keep learners interested. These create the motivation for learners of English to get involved and participate actively in the learning activities. Third, vocabulary games bring real world context into the classroom, and enhance students' use of English in a flexible, communicative way.

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