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**USING GAME ELEMENTS IN THE ENGLISH LANGUAGE LESSON**

*"Play, like work, the activity of an adult, is of great importance in the life of a child. If a child is bloody in the game, then in childhood he will be the same person."*

*A.S.Makarenko*

The unity of pedagogically effective righteous people with great hope for the normalization of gaming, intellectual, savvy, resourceful, ambitious, inquisitive, mental, ideological qualities, a large amount of knowledge, as well as other multifaceted qualities. English is the language representing the Kazakh country to the world, reaching the world stage. For this reason, English is of great importance. In teaching English, game types increase the student's desire to speak the language. The use of game elements in teaching English can increase the student's interest in a foreign language and contribute to a better understanding of a new topic. Children with a gaming back can safely communicate in English and quickly learn English without feeling that students get tired while playing. If the teacher plays the game only to entertain and relax the children, it does not appear positively. The game sign is the result only when the goal is played in one formation. Games develop a child's wit, observation, attentiveness, and a sense of freedom. There are many types of games. Including: lesson games, collecting games, refreshing games, games with didactic goals, word games, logical thoughts and much more. Psychologically, the giant primary and middle level has school activity and is very mobile. These are children who keep themselves free, attend classes with great interest, see around them and like to portray themselves. In order to fulfill the goal of increasing the student's jealousy, it is necessary to depict the self-reflection of the game, make up a task. The theme of "roll games" develops Dagestan speech. The game is a universal form of didactic communication of students. He argues that the best form of education is a new discovery, the age limit of involvement in the past is not limited, it allows players to feel like subjects of the educational process. The teacher must play in the English lesson. Considering the age and specifics of the psychology of younger schoolchildren, it was found that this businessman is effective. The origin of the English language can be traced to a mixture of linguistic (phonetic, lexical, grammatical), role-playing and dynamic types of educational games. Language games are designed to form sound dugdales, lexical and grammatical dugdales, and the use of linguistic phenomena.

Phonetic games:

- games and collections designed to develop phonemic hearing (correct pronunciation of English is necessary for proper perception);

- voicing (the most important part of phonetics for students is the unity of each complex section);

- play activities aimed at forming the speech of the Durysian intonation, allows you to differentiate the Qatari form of work, justice and profession with a generalization of the work of the succession of students. A communicative tool is the use of role–playing games in diary situations when solving a communicative mindset with a special set of speech means -vocabulary and grammatical material. The main goal of the game during the lesson is to fly with the game in education. The active participation of the child in the game indicates his dynamism and activity. The game is not a loot, although one simple phenomenon is action. The game develops:

- winter thought;

-independent work;

- vocabulary and language development;

- Zane; - increases observation;

- teaches reciprocity;

- instills discipline, discipline in the game;

-increases trust in each other;

- increases interest in classes.

Didactic games have a great contribution to the development of perception: the transfer of a student to a lesson, the ability to speak and write verbally, the ability to work independently with envy of the body. To teach to comprehend, make plans, study a topic by looking at a particular picture, make sentences, look at a particular picture, sing your thoughts, interesting activities with the help of a teacher to play didactic games. Children learned to take the game for a spin. Thus, the student can breathe knowledge, broaden his horizons, and increase interest in acquiring knowledge. Through the game, the child gets a lot of details, forms psychological specifics. A large number of games organized in accordance with the age characteristics of Balan, the objectives of the lesson. A special place in English lessons is occupied by Justicialist students who actively participate in classes, are passionate about oral speech, and increase their desire and passion for learning English. These problems can be solved with the help of an educational game. However, is it possible to use the game action for bloody purposes? Kanai dengeide? At what point in the class? Where did it work best? This is a word that worries every Surak teacher. The game should be used for thousands of purposes: mastering the alphabet and vocabulary, learning to communicate, memorizing language materials, developing certain language knowledge, developing the necessary psyche and perception, education. Also in the game, you can easily master the winning game, and the game, and the game, and the game, and the game, and the game, and the game, and the game, and the game, and the game, and the game, and the game. In English, riddles, crosswords, lotto, linguistic games, arrange furniture in the room, go shopping, talk on the phone, etc. are also played in Turin. Types of game: lexical, spelling, didactic and grammatical, role-playing. So, Qatar, there will be special games that will teach you how to speak and write in English. The game can be used every time in the lesson. For example, the phonetic rhyme would be aluga. In the form of competitions (who remembers poetry?), students do not notice how they memorize poetry. Games used in English lessons: "Let's draw a Rainbow!" games. Purpose: to teach color. The necessary tools for the game: colored crayons, a drawing with a rainbow. The course of the game: first, the teacher draws a rainbow. Students put 7 pencils over the desk. Teacher: This is a rainbow. I can see red colour (shows a picture, pick up a kidsar Soleil colored pencil), orange colour, yellow colour, green colour, blue colour, dark blue colour, violet colour. The rainbow is colourful. It’s beautiful. Let’s draw a rainbow! The teacher then gives his children time to recall the colors of the rainbow with their sequence, and then removes the image from the blackboard. After our children drew a rainbow, the teacher drew a picture. Children compare their drawings. According to the drawings, compared to kayin, the teacher shows a rainbow. What colour is it? The children reciprocate. The didactic game "black piece". The students live in Schonberg. Units throw the ball when a student mentions one member and reads it for two. He catches the ball, repeats two words in front of him and says his word, forcing the ball to read on. All of Alda's words are repeated behind her back and speak for themselves. "Ball game" - children should polish each other and quickly pronounce the name of the object or color, yagni. There are several subjects on the table in the "question" game, students must ask questions for each subject. "Find an object" in the game, the teacher covers some object with a newspaper, the pictures of sheep students should say that this is not the case, "make up a word" - call a name by looking at the picture, and the Wasp unit of the word should make up a Word, and in the game "smoke does not know" the word or number in the beat is not readable for example: the teacher shows 20 digits, and the smoke does not know it when twelve says, the snail licks No, it's twenty should get an answer, "smoke Red smoke card" in the game What color is it?"balar it's red is called jauap bered. The Bingo game. Each student chooses one sentence and also works. The teacher places a flash card with the image of the read words in a transparent DMZ bag. The children take turns taking out 1 card each, and the bees pronounce the word. But it doesn't show. Students who have an image depicting the word in their hands cross it out of their line. "Bingo!" he shouts. Check with the teacher that the fool is done. All the words of the huntsman are named after the fact that the Nightingale boy becomes invincible, but without playing activities it is not worth remembering the vocabulary of the English language and requires great mental effort. The game included in the learning process should be exciting, winning and lively in one form of learning in English lessons. The game wins when it is necessary to take into account the best in learning. Depending on the purpose, task, and conditions set by the student in the lesson, the game must be changed. The game will help to make any educational material fascinating and exciting, entertain the student, please him with his work and win knowledge. During the lesson, a system of tasks was developed, organized and organized.

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