



GAME-BASED TECHNIQUES IN LEARNING ENGLISH VOCABULARY

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Annotatsiya: Ushbu maqola o'yinga asoslangan ta'lim talabalarga ingliz tilini o'rganishga qanday yordam berishini o'rganadi. So'zlar ro'yxatini yodlash kabi an'anaviy usullar zerikarli bo'lishi mumkin va ko'pincha xotiraning yomon saqlanishiga olib keladi. Aksincha, o'yinlar o'quvchilarning motivatsiyasi va faolligini oshiradigan interaktiv muhitni ta'minlaydi. Raqamli o'yinlar va sinfdagi mashg'ulotlardan foydalanish orqali o'quvchilar qiziqarli va past stressli kontekstda yangi so'zlarni mashq qilishlari mumkin. Ushbu maqolada GBL ning afzalliklari, sinfda qo'llaniladigan foydali texnikalar va bu usullar o'quvchilarga lug'atni uzoq vaqt eslab qolishlariga qanday yordam berishini muhokama qiladi.

Kalit so'zlar: Ingliz tili lug'ati, o'yinga asoslangan ta'lim, o'quvchilar motivatsiyasi, til o'rgatish, interaktiv ta'lim.

Аннотация: В данной статье рассматривается, как обучение на основе игр помогает студентам изучать английскую лексику. Традиционные методы, такие как заучивание списков слов, могут быть скучными и часто приводят к плохому запоминанию. В отличие от них, игры предоставляют интерактивную среду, которая повышает мотивацию и вовлеченность студентов. Используя цифровые игры и занятия в классе, учащиеся могут практиковать новые слова в увлекательной и не вызывающей стресса обстановке. В статье обсуждаются преимущества GBL, полезные методы, используемые в классе, и то, как эти методы помогают студентам дольше запоминать лексику.

Ключевые слова: английская лексика, обучение на основе игр, мотивация студентов, преподавание языка, интерактивное обучение.

Abstract: This article explores how Game-Based Learning (GBL) helps students learn English vocabulary. Traditional methods, such as memorizing lists of words, can be boring and often lead to poor memory retention. In contrast, games provide an interactive environment that increases student motivation and engagement. By making use of digital games and classroom activities, learners can practice new words in a fun and low-stress context. This article discusses the benefits of GBL, useful techniques used in the classroom, and how these methods aid students remember vocabulary for a longer time.

Keywords: English Vocabulary, Game-Based Learning, Student Motivation, Language Teaching, Interactive Learning.





Introduction

Learning vocabulary is the foundation of acquiring a new language. Without enough words, students cannot express their ideas and feelings or understand other. However, many students find vocabulary lessons difficult because they involve repetitive tasks. Game-Based Learning (GBL) is an educational approach that uses the power of games to achieve learning goals. Instead of just reading from a textbook, students "play" with the language, which makes the learning process more natural and effective.

Why do we use games for learning English vocabulary?

Games are not just for fun; they are powerful tools for the brain. Here are three main reasons why they work:

One of the most beneficial sides of games in learning English vocabulary is that they increase student's motivation and interests. Games create a sense of competition and achievement. When students want to win, they work harder to understand and use new words.

The second reason can be relatively linked with reducing anxiety. Many learners feel nervous about making mistakes. Games create a "safe space" where mistakes are part of the play, not a failure.

Another cause of learning vocabulary through games is that students can learn a new vocabulary with the help of context. Instead of learning a word in isolation, games put words into a story or a specific situation. This helps the brain build stronger connections and remember the words easily.

Game-Based Techniques

Students can use different types of games depending on their age and enthusiasm and the technology available:

1. Digital Games and Apps

The apps like Kahoot!, Quizlet, or Bamboozle enable students to turn vocabulary quizzes into a fast-paced game on their own. Students utilize their phones or computers to compete against each other in real-time. The immediate feedback is a great asset to them to correct their mistakes immediately.

2. Role-Playing Games

A role-play is a way of bringing situations from real life into the classroom. When the role-play aids to improve students' imagination. They may imagine a social role. In other words, they pretend to be a different person. Suitable roles for primary school classes would be people familiar to learners from everyday life, for example, parents, brothers, sisters, teachers, shopkeepers, characters from textbook, and from other books or from television, etc. For example, a





student might act as a doctor and must use medical vocabulary to "heal" a classmate. This makes the words feel useful and real.

3. Classic Classroom Games

Simple games do not require technology. Techniques like Charades (acting out a word), Pictionary (drawing a word), or Word Bingo are excellent for reinforcing definitions and spelling in a social setting.

The Impact on Memory

Research shows that we remember things better when they are related to our emotion or experience. Because games are exciting, the brain releases dopamine, which helps in long-term memory. While a student might forget a word they read in a list yesterday, they are much more likely to remember a word that helped them win a game or solve a puzzle.

One of the main problems in teaching foreign languages to children is difficulties in memorizing new words. Language games help to overcome this problem. These games allow you to expand the vocabulary of the student in a playful way.

Work on foreign words should solve the following tasks:

- create a rich and active vocabulary;
- eliminating the forgetting of these words;
- correct and appropriate use of vocabulary in speech.

In the English lesson, there can be no full communication if students are not able

to use the lexical material correctly or do not know it. The consolidation of the lexical material in the English language can happen through multiple exercises recommended by the authors of the teaching materials or by using a variety of games. About learning opportunities games known for a long time. Games can be included not only in the classroom and in extracurricular activities, but also in the independent work of students at home.

Performing game exercises helps to solve the following tasks:

- games create a favorable psychological climate in the English lesson;
- develops attention and memory of students;

The correct use of games in the English lesson creates an opportunity for multiple repetition of the speech sample in conditions as close as possible to natural communication with its inherent features – spontaneity of emotion, purposefulness of speech influence.

Conclusion





We can conclude that Game-Based Learning is a highly effective way to learn English vocabulary. It transforms the classroom from a passive environment into an active one. While games should not replace all forms of instruction, they are a vital tool for keeping students excited about the English language. When students enjoy the process, they learn faster and remember more easily. Besides this, the game develops the emotional side of students, the ability to understand the people around us, to communicate with them and find solutions to unusual situations.

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