

Using games in the classroom

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The English language is becoming more popular nowadays, because most of the information on the Internet is in English. For this reason people are trying to learn this language as a second language in order to study better and to get a promotion at work. For this reason in schools even in kindergartens english taughts by special teachers. We know that learning English is difficult because of complex grammar and pronunciation. It would be more efficient if teachers use different kinds of games and activities during their lessons. These days playing games in the classroom is an important part of the learning process.

10 benefits of classroom games:

1. Motivation

Studies show that enjoying games in the study room can amplify typical motivation. Students become more encouraged to learn, pay attention, and take part in-class activities. They can additionally be a splendid school room administration tool, supporting to motivate a class.

2. Attentiveness

As games can pass quickly, a scholar desires to be alert and attentive for extended periods, and a study by way of researchers at the University of Wisconsin in Madison found games sincerely advantage students by assisting them form their attentiveness and education the intelligence in how to learn. Using special academic tactics in the classroom, such as taking part in games, permits students to stumble upon the content in more than a few ways, making it easier for them to pay attention after the undertaking has ended.

3. Problem-solving

When Taiwanese researchers looked at digital game-based learning for kids in a study published in the journal Computers & Education in 2012, they found

that kids who designed their own cities using simulation games showed stronger problem-solving skills than peers who learned about cities in more traditional ways. The study isn't the only one to find that gameplay in education can enhance kids' problem-solving skills. Another study completed at the University of Manchester in 2016 had similar results — the small study concluded that “playing interactive educational games may have a positive impact on children’s problem-solving skills and engage them in advanced mathematical thinking.”

4. Language development

Kids develop language when they kind of come upon it — it's why reading basically is generally such a powerful vocabulary builder — and that includes enjoying video games in the classroom in a kind of big way. In fact, a study with the aid of University of Connecticut researchers located a recreation doesn't even generally have to particularly be language-focused for it to for all intents and purposes decorate language for youngsters in K-12.

5. Self-esteem

There's regularly a fair quantity of negativity around digital gaming — loner in his mom's basement stereotypes are rampant, albeit unfair. But harnessing kids' love of video games for use in the study room with video games like Minecraft that can be incorporated immediately into a lesson can have a powerful effect on kids' self-esteem. In one Australian study, for example, researchers observed that playing video video games in the classroom was tied to students' experience of pleasure and emotional connectedness to their peers — even though we have to notice that this regarded greater prevalent in boys than in girls.

6. Cooperation

Studies show kids as younger as three experience working in teams vs man or woman activities, however you don't need us to literally inform you that getting youngsters to work together smoothly definitely is no longer constantly fairly easy in a fairly big way. Gameplay can go a basically long way toward constructing their cooperation capabilities as researchers at Nottingham Trent University in the United Kingdom literally found in a very major way. Games in the school room

definitely allow students to kind of analyze how to work together as a team, particularly take turns, kind of build respect, really hear to others, and play fairly, or so they definitely thought.

7. Memory

We frequently think of enjoying talent games as a capability for older folks to hold their recollections in shape, however that advantage extends to youngsters too. Several research have shown that video games, in particular, genuinely help youngsters construct up their recollections — and the benefits remaining properly into adulthood!

8. Reaching Them on Their Level

Today's kids live in a digital world — it's why they're regularly known as digital natives, or so they essentially thought. They're used to a gamified journey at every turn, and research particularly has shown video games in the classroom actually help relate to digital natives in a language they literally understand in a basically major way.

9. Kids kind of Want to Learn

Yes, this kind of is a simplistic way to definitely put it, however the research really is basically solid in a big way. Studies from as a long way for the most part returned as 1992 show that surely re-working a lesson as a sport actually makes youngsters pretty extra receptive to mastering a concept, which mostly is quite significant.

10. Learning From Mistakes

As lots as video games in the classroom are about gaining knowledge of a concept, they're also about studying from what goes wrong, which gives students both the really problem-solving development we already referred to and the very social-emotional advantages too. As Stanford researchers factor out, kids research to essentially abandon the game, even when they've specifically lost in a subtle way.

Reference

1. teachstarter.com
2. Anderson J. (2009) Problem-solving skills of math learners.