

USING GAMES IN CLASSROOM

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These days playing games in the classroom is an integral part of the learning process. We know that kids learn through play, and the research is piling up that proves the value of classroom games for students as it makes learning concepts some kids might otherwise resist into something fun and irresistible. Gameplay in the classroom has become similar to parents hiding broccoli in their kids' hamburgers, and it's working.

From connecting kids to the material they've learned to providing rewards and motivation, you know there are benefits to classroom games. But what's the science? How can games help students learn, and what's the real value of games in education? The teachers of Teach Starter did a deep dive into the research of game-based learning to find out what's really going to work in your classroom and pulled together some of our favorite teacher resources plus some simple learning game ideas for math, reading, social-emotional learning, and more

Language learning is a hard process which requires a lot of effort and patience. In order to make this process much easier and funny ,educational games and activities are used . However a game should not be a big activity filling in odd moments when the teacher and class have nothing better to do.Games should be at all stages of learning which makes language learning process more enjoyable . Even if these games end up with noise , they are still worth doing ; as they are the source of motivation. Next ,student learn without realising what they are learning. For instance ,when playing a game called "What would you if".

What Are the Benefits of Games in the Classroom?

If you're anything like the teachers on the Teach Starter team, you love knowing the ins and outs of why something works in your classroom. There's been a lot of research into learning through play and how to build the best classroom games for

students, so this is just the tip of the iceberg. Still, there's some pretty solid proof of the value of games in education.

More Motivation

Studies show that playing games in the classroom can increase overall motivation. Students become more motivated to learn, pay attention, and participate in-class activities. They can also be a great classroom management tool, helping to motivate a class. One important thing for you to keep in mind: A 2011 study completed by researchers in the United Kingdom found games in the classroom provided more motivation if the learning was the playful part and not just a side note to the activity.

Student Attentiveness

We all want our students to pay attention, but setting them loose to play may seem counterintuitive to drawing focus. Or maybe not ...

As games can move quickly, a student needs to be alert and attentive for extended periods, and a study by researchers at the University of Wisconsin in Madison found games actually benefit students by helping them shape their attentiveness and training the brain in how to learn.

REFERENCE

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