INTERESTING ORGANIZATION OF FOREIGN LANGUAGE LESSONS

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A B S T R A C T	K E Y W O R D S
This article provides feedback on the use of game technologies in English language classes.	game, technology, education, ball, objects, category, kitchen

The difference of a foreign language from other subjects in the educational system is manifested in the fact that it is both an educational goal and a means of education. Acquiring speech skills (listening, speaking, reading, writing) in a foreign language is the goal of education, and the language being studied is also a means of receiving and conveying new and useful information. There is almost no environment for students to communicate in a foreign language outside of class. There is always a natural environment for the mother tongue.

The native language is embedded in a person's daily activities, but this is not the case for a foreign language. It is necessary to create artificial speech situations in order to teach communication to students in foreign language classes.

A human child perceives and understands the environment with the help of his mother tongue and communicates with people. The situation is completely different when teaching a foreign language. Pronunciation, grammar and lexical aspects of the language are studied, expressing thoughts and perceptual understanding in a foreign language becomes a practical goal.

The role of teaching through various games in teaching English is incomparable. Playing various games during the lesson increases the enthusiasm for learning science in the classroom, encourages passive students to better participate in the lessons, and creates an environment of competition and teamwork among students in the classroom. It also increases students' respect for their teachers. Below are games that serve to increase the effectiveness of teaching during English lessons.

Charades

Charades is similar to Pictionary, but the main difference is that actions are used instead of pictures to represent words. This game is very useful when your students are lazy, bored and sleepy. Wake them up and get them moving!

Write words on a few square pieces of paper for students to choose from. Verbs are much easier to express. But you can use words that are a little more complicated, but that all students know.

Divide the class into two teams. And one student from each team chooses a piece of paper with a word written on it and expresses it with an action. The members of the team will have to find that word within three minutes. One point is given for each correct answer. The team with 10 points is the winner.

Taboo words helps students use synonyms and word charts. The class is divided into two groups and the teams sit facing each other. Each team chooses one person from their team to sit on the chair opposite them. The teacher stands behind the students and holds a word written on a large piece of paper. The students sitting in the seats should not be able to see this word.

The member of the team sitting in the seat will have 3 minutes to say the word you are holding. The main thing is that they should not use this word at all.

Advice for playing in large classes. If there are more than 12 students in your class, it can be a bit noisy and chaotic during the game. In this case, you can divide everyone into small groups of 5-6 and participate only when it's their turn.

20 Objects (20 Items)

Test your students' memory and vocabulary with this game at the same time. All you need is a blackboard and 20 classroom supplies. You can even use your own bag or carry-on items.

Put all the items on the table and ask your students to call them all and look at them. Then cover everything with paper (or something similar) after a minute. Ask all your students to go back to their seats and write down in English what they remember on a piece of paper. When everyone has finished, write the list of items on the board and ask students to check themselves. Alternatively, you can ask them to read the words one by one and mark the correct ones.

Categories

After playing this game once, students will be begging to play it again and again! And this game is a great way to make the most of the extra minutes.

Ask each student to draw 6 columns on a piece of paper. You can choose a category (topic for a word) from the last visited topics. The most commonly used categories are food, names, cities or countries, furniture or appliances, work or clothes.

Choose any letter and write it on the board. Give your students some time to write the words that start with that letter in the columns. You can restart the game as many times as you want with other letters.

Letter Scramble

Make a list of the last words your students have learned. And write a word on the board by confusing the letters. Give your students some time to find the word with the letters in the correct order. The student who finds the word first is the winner.

What Am I Thinking Of? (What am I thinking about?)

Divide students into pairs. Each student should write 5-10 words describing an object on a piece of paper. When time is up, students switch sheets and try to find what their partner has described. The first team to find the words correctly wins.

The concept of educational environment is the natural environment for ensuring efficiency in foreign language education, at least 1000 hours of communication with the master of the foreign language being studied, the pedagogical skills of the teacher, the age-related physiological, psychological and

cognitive activity characteristics of the student. , includes factors such as the time allocated to the subject and the attitude of the students towards the subject and their ability to learn

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