

## USE OF DIDACTIC GAMES IN FOREIGN LANGUAGE TEACHING

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| ABSTRACT                                                                                                 | KEYWORDS                                                                                      |
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| In this article, opinions were expressed about the use of didactic games in teaching a foreign language. | foreign language, communication, conditions, education, ICT, intensive, extensive, practical. |

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.

The role of modern pedagogical technologies and information and communication tools in improving the quality and efficiency of education, in the purposeful organization of game-based lessons that are interesting to students, is very large. is becoming an integral part of the process. In order to teach young people a foreign language through a computer, first of all, the teacher himself must be able to use computer technologies at a professional level. including the ability to organize new training programs. In order to become a pedagogue of this level, every foreign language teacher needs to work more on himself in the field of modern technologies. Computer-aided foreign language teaching has several advantages over traditional teaching methods. Currently, this is possible with the help of advanced programs. It is only necessary to be able to properly direct the student to this method of education. In addition, it has been proven that every rule, every word, every concept unit taught in the teaching of foreign languages with the help of a computer is better stored in the student's memory. being able to deliver it in the form of a video makes teaching foreign languages through the computer one of the most effective methods. Since learning a foreign language is a requirement of the current era, new methods of language learning are introduced to the growing young generation, to the "National Personnel Training Program" developing based on it and recommending it to the study process is one of the urgent issues facing scientists and specialists. In order for our talented young people to become mature specialists in their fields of interest, it is necessary first of all to have a perfect knowledge of a foreign language. Therefore, introducing technologies and ensuring that teaching methods meet the requirements of the time are the main tasks of pedagogues-scientists that cannot be delayed. While the economic, political, cultural and educational relations of our country with the countries of the world are growing, the interest of our youth in the life, culture, customs, and language of foreign countries is increasing.

Let's look at some examples of didactic games to make English lessons meaningful.

PICTORIAL? a drawing game that most English learners know. For this game we use a regular board or a white magnetic board. We will divide the class into two groups and for each team we will draw a table on one side of the board and write down the scores of the teams here, and the groups will choose a name for themselves. Then one student from each group goes up to the board, chooses one of the upside-down words and draws it on the board, and the others find it. The first team to find the word gets a point.

OBJECTS? — through this interesting game, we will check the memory and vocabulary of students. The more we increase our vocabulary, the better our English speaking skills will be. Terms of the game: we use the blackboard and 15 objects located in the classroom. We put all the items on the table, call all the students and tell them to look at the items on the table, then we cover all the items with something. Then we ask the students to write the 15 things they remember on paper or in their notebooks in English. After 2-3 minutes, the teacher writes the names of objects on the board, and the students can check the names of the objects they wrote. The student who wrote the most correctly is the winner.

BACK TO BACK? - this game sharpens the student's memory and develops listening skills. We put the colorful pictures on the table with the left side, we take two students to the board and ask one of them to choose the pictures, without showing the second student, they sit on two chairs facing each other. The child holding the picture says what is depicted in it in a riddle method, and the second student writes down the words heard. The student will be the winner if he writes down what he heard clearly and accurately. This game is also great fun for seniors.

BINGO? — to play this game, you have to prepare a little. But it is very interesting. Make 4x4 bingo cards and write words in each box and distribute to students. The words should not be repeated and the students should mark them as you read them. The first student to mark all the words on the page is the winner.

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 students' attitude towards the subject and their ability to learn.

## **List of Used Literature:**

1. Jamol Jalolov „Chet til o'qitish metodikasi”.
2. Umumiy o'rta ta'lim maktablari uchun ingliz tili o'quv dasturi.
3. Umumiy o'rta ta'lim maktablari uchun darslik
4. [www.teacherspayteachers.com](http://www.teacherspayteachers.com)
5. [www.uzedu.uz](http://www.uzedu.uz)