



TEACHING SPEAKING THROUGH GAMES

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Abstract. Teaching speaking through games is a popular and effective approach in language education. Games provide a fun and interactive way for students to practice their speaking skills while also promoting engagement and motivation. This article highlights the advantages of using games to teach speaking, including increased student participation, authentic language use, enhanced vocabulary and grammar acquisition, improved pronunciation and intonation, increased motivation and engagement, and opportunities for collaboration and teamwork. However, it is important to use games as a supplement to a well-rounded language curriculum and ensure they align with learning objectives. Teachers should also provide clear instructions, monitor student progress, and provide constructive feedback during game-based speaking activities.

Keywords: Language education, games, speaking skills, engagement, motivation, participation, authentic language use, vocabulary acquisition, grammar acquisition, pronunciation, intonation, collaboration, teamwork, learning objectives, clear instructions, student progress, constructive feedback.

Teaching speaking through games is a popular and effective approach in language education. Games provide a fun and interactive way for students to practice their speaking skills while also promoting engagement and motivation. Here are some advantages of using games to teach speaking:

1. Increased student participation: Games create a relaxed and enjoyable learning environment, which encourages students to actively participate in speaking activities. They feel more comfortable taking risks and speaking in front of their peers, leading to increased confidence and fluency [3].
2. Authentic language use: Games often simulate real-life situations, allowing students to practice speaking in context. This helps them develop their communicative skills and apply the language they have learned in a meaningful way.
3. Enhanced vocabulary and grammar acquisition: Games can be designed to target specific vocabulary or grammar points. By incorporating language into the game mechanics, students are exposed to repeated practice and reinforcement of these language elements, leading to better retention and understanding.
4. Improved pronunciation and intonation: Games that involve speaking require students to focus on pronunciation and intonation. Through repeated practice and feedback, students can improve their pronunciation skills and develop a more natural speaking style.
5. Increased motivation and engagement: Games are inherently enjoyable and can motivate students to actively participate in speaking activities. The competitive element of games can

also encourage friendly competition among students, further boosting their engagement and willingness to speak [1].

6. Opportunities for collaboration and teamwork: Many games involve group work or collaboration, promoting interaction among students. This allows them to practice speaking in a cooperative setting, where they can exchange ideas, negotiate meaning, and solve problems together.

Despite the numerous advantages, it is important to note that games should be used as a supplement to a well-rounded language curriculum. They should be carefully selected and integrated into lesson plans to ensure they align with learning objectives and promote meaningful language practice. Additionally, it is crucial for teachers to provide clear instructions, monitor student progress, and provide constructive feedback during game-based speaking activities [5].

There are some stages of implementing games in teaching speaking:

1. Planning: Determine the specific speaking skills and language objectives you want to target through games. Consider the level and needs of your students when selecting appropriate games. Plan how the games will be integrated into your lesson or curriculum.
2. Pre-teaching: Introduce any necessary vocabulary or language structures that will be used in the games. Provide clear instructions for the games and model any necessary language or strategies.
3. Game implementation: Divide students into small groups or pairs and provide them with the materials or resources needed for the games. Monitor their progress and provide support or guidance as needed. Encourage students to use the target language and provide opportunities for authentic communication [4].
4. Reflection and feedback: After the games have been played, allow time for reflection and discussion. Ask students to reflect on their performance and what they learned from the activity. Provide constructive feedback on their speaking skills and offer suggestions for improvement.
5. Follow-up activities: Reinforce the language skills and concepts learned during the games through additional activities or assignments. This could include writing reflections, practicing speaking tasks individually or in pairs, or incorporating the target language into other classroom activities.
6. Assessment: Evaluate students' speaking skills based on their performance during the games and any follow-up activities. Use rubrics or assessment criteria to provide feedback and track progress over time.
7. Ongoing practice: Continue to incorporate games and speaking activities into future lessons to provide ongoing opportunities for students to practice and develop their speaking skills. Regularly assess their progress and adjust instruction as needed [2].

By following these stages, teachers can effectively implement teaching speaking through games and create a dynamic and engaging learning environment for their students.

In conclusion, teaching speaking through games can be an effective approach in language education. Games provide opportunities for students to practice their speaking skills in an engaging and motivating way. By incorporating authentic language use, vocabulary acquisition, grammar acquisition, pronunciation, and intonation, games can help students develop their speaking abilities in a meaningful context. Overall, incorporating games into

language education can create a dynamic and interactive learning environment that promotes active participation and enhances students' speaking skills.

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