

AS A SOCIO-PEDAGOGICAL PROBLEM OF THE METHOD OF DEVELOPING ORAL SPEECH SKILLS BASED ON GAME EDUCATIONAL TECHNOLOGY IN ENGLISH LANGUAGE CLASSES.

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Annotation

This article explores how game-based learning can enhance English language classes. The article highlights the various ways in which games can promote active learning, collaboration, and flexibility in language classes, as well as the value of immediate and personalized feedback through games. Additionally, the article emphasizes how games can provide a fun and engaging way to learn English, which can enhance students' motivation and retention of the language. Overall, this article underscores the potential of game-based learning in promoting a more effective and enjoyable learning experience of the English language.

Key words: Game educational technology, oral speech skills, English language classes, engagement, motivation, confidence, fluency, instant feedback.

Annotatsiya Ushbu maqolada ingliz tili darslarida o'yinga asoslangan metodika darslarni qanday yaxshilashi mumkinligini yoritib berilgan. Maqolada o'yinlar faol o'rganish, hamkorlik va til darslarida moslashuvchanlikni rivojlantirishning turli usullari, shuningdek, o'yinlar orqali darhol va moslashtirilgan fikr-mulohazalarning ahamiyati ta'kidlangan. Bundan tashqari, maqolada o'yinlar ingliz tilini o'rganishning qiziqarli usulini ta'minlashi, bu esa talabalarning motivatsiyasi va tilni saqlab qolishini oshirishi mumkinligiga urg'u beradi. Umuman olganda, ushbu maqolada ingliz tilini yanada samarali va qiziqarli o'rganish tajribasini targ'ib qilishda o'yinga asoslangan o'rganish imkoniyatlarini ochib berilgan.

Kalit so'zlar: O'yin ta'lim texnologiyasi, og'zaki nutq ko'nikmalari, ingliz tili darslari, faollik, motivatsiya, ishonch, ravonlik, tezkor fikr-mulohaza.

Аннотация В этой статье рассматривается, как обучение в игре может повысить эффективность занятий английским языком. В статье освещаются различные способы, с помощью которых игры могут способствовать активному обучению, сотрудничеству и гибкости на языковых занятиях, а также ценность немедленной и персонализированной обратной связи через игры. Кроме того, в статье подчеркивается, что игры могут стать интересным и увлекательным способом изучения английского языка, что может повысить мотивацию учащихся и улучшить их усвоение. В целом, эта статья подчеркивает потенциал игрового обучения в обеспечении более эффективного и приятного обучения английскому языку.

Ключевые слова: игровые образовательные технологии, навыки устной речи, занятия английским языком, вовлеченность, мотивация, уверенность, беглость речи, мгновенная обратная связь.

Learning English language is an important aspect of education. Oral speech skill is an essential part of communication for anyone who wants to use English in a variety of contexts. Many students struggle with developing strong oral speech skills, but using game educational technology in English language classes can provide an engaging and effective means of development. However, using this method presents a socio-pedagogical problem that requires careful consideration and management to ensure that all students benefit from the experience.

Socio-Pedagogical Problem.

The use of game educational technology in English language classes is not without its challenges. It requires a lot of planning and organization to create activities that are both engaging and educational. In addition, some students may be more naturally inclined to participate in games, while others may need extra encouragement or assistance.[1]

Another challenge of using game educational technology in English classes is the potential for distraction. While games can be a great way to engage students and facilitate learning, they can also be a source of distraction if not used carefully. Teachers must ensure that games are used appropriately and that they are not a distraction from the learning objectives of the lesson.

Furthermore, there are socio-economic factors that must be considered when using game educational technology in English language classes. Not all students may have access to technology outside of the classroom, which puts them at a disadvantage compared to their peers. Teachers must ensure that all students have an opportunity to participate and that no students are excluded because of their socio-economic status.[1]

Methodology. Despite the challenges, the use of game educational technology in English language classes can be an effective means of developing oral speech skills. When implemented effectively, game-based learning engages students and motivates them to participate. It also provides opportunities for students to practice their English language skills in a fun and engaging way.

To ensure that game-based learning is used effectively, teachers must carefully plan and organize their lessons. They must select games that are appropriate for their students' level of English proficiency and that align with the learning objectives of the lesson. In addition, teachers must ensure that all students have access to the necessary technology and that the games are used in a way that supports their learning.

To address the socio-economic factors, teachers can provide alternative methods for students without access to technology outside of the classroom. For example, they can provide additional opportunities for in-class participation or assign homework that does not require technology. Game educational technology can help in developing oral speech skills in English language classes in several ways.

Firstly, games can provide an engaging and motivating environment for students to practice their oral speech skills. When students are invested in a game, they are more willing to participate and take risks in speaking. This, in turn, helps to build their confidence and fluency in speaking English.[8]

Secondly, games can be specifically designed to target oral speech skills. For example, a game that requires students to give instructions or describe a picture can help to develop their ability to use descriptive language and give clear directions. Similarly, a game that involves debate or discussion can help to develop students' critical thinking and argumentation skills, which are essential for effective oral communication.[2]

Thirdly, games can provide an opportunity for interaction and collaboration among students. By playing games together, students must communicate with each other and cooperate to achieve a common goal. This can help to develop their interpersonal skills and ability to work in a team, both of which are important in oral communication [5].

Moreover, game educational technology provides instant feedback to students. As they play, they receive immediate information about their performance in the game, which can help them to identify areas for improvement and to adjust their speaking accordingly. This feedback can be particularly helpful for developing pronunciation, intonation, and fluency.

Furthermore, game educational technology can be adapted to meet the needs of individual students. Teachers can provide individualized feedback to students, based on their performance in the game, and provide targeted practice exercises to help them improve their specific areas of weakness.[4]

Game-based learning can enhance English language classes in several ways:

1. Engagement and motivation: Games can create an entertaining and immersive learning environment that can keep the students motivated and focused on learning the English language.

2. Active learning: Games encourage students to be active participants in their learning. They learn by doing, instead of just listening, reading, or writing. This can make learning English more enjoyable and memorable.

3. Practice: Games can provide ample opportunity for practice. English language learners can practice their skills in a safe and supportive environment, such as a game, before they transfer them to the real world.

4. Feedback: Games provide immediate and personalized feedback, which can be a powerful learning tool. Students can learn from their mistakes and improve their English language skills. Feedback can also be tailored to the learner's level of proficiency.[3]

5. Collaboration: Games can promote group learning and collaboration. English language learners can work together to solve problems and complete tasks that require communication and cooperation.

6. Flexibility: Games can be customized to fit the needs of learners at different levels of proficiency. Teachers can provide adaptable games that cater to a range of learners' abilities and needs.

7. Improves retention: Since games are fun and engaging, students are likely to remember information presented in the game long after they have played. This can lead to better retention of knowledge and reinforcement of language skills.[7]

Game-based learning has many advantages that can enhance English language classes. From engagement and motivation to personalized feedback and flexibility, games have the potential to provide a fun and effective way to learn English.

In conclusion, game educational technology can be an effective means of developing oral speech skills in English language classes. By providing an engaging and motivational environment, specifically designed to develop oral speech skills, and instant feedback, it can help students to build their confidence and fluency in speaking English, develop critical thinking and argumentation skills, work on their interpersonal and team-working abilities, and improve their pronunciation, intonation, and fluency.

The use of game educational technology in English language classes is a valuable means of developing oral speech skills, but it presents a socio-pedagogical problem that must be managed effectively. Teachers must carefully plan and organize their lessons to ensure that games align with the learning objectives of the lesson, are appropriate for the students' proficiency levels, and are used in a way that supports learning. They must also address socio-economic factors by providing alternative methods of participation for students without access to technology outside of the classroom. With careful management, game educational technology can be a valuable tool for developing oral speech skills in English language classes.

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