



QUALITY IN ENGLISH LANGUAGE LESSONS IMPROVE PRODUCTIVITY THE USE OF GAMING AND INFORMATION TECHNOLOGY

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Annotation: *In the article, the interdisciplinary linkage, which has become the actual topic of the day, has been highlighted, especially in the methodology of Foreign Language Teaching, the interdependence of the effective use of gaming and information technologies within the framework of primary classes, the advantages of which have been highlighted. On the basis of interactive techniques, the rules for a wider coverage of language skills are expressed*

Key word: *lexical game, information technology, teaching methodology, multimedia, psychological barrier.*

Today, it is important and reasonable to study in a particular foreign language, especially in certain areas of technology and in connection with it, based on the balance of all areas. In today's rapidly evolving world, the methodology of teaching a foreign language has been growing rapidly, especially in the last decade. It is very important that the learner understands the essence of teachers' teaching and consciously implements various language teaching techniques while also being able to see their essence.

Today, an English teacher has a great responsibility to have not only knowledge and skills, but also enough modern knowledge to arouse the interest of the younger generation. With a thorough knowledge of student psychology, students of any age need to know how to inspire motivation, what to enter the classroom with, and most importantly, how to positively influence their worldview. We know that the younger generation today cannot imagine life without computer technology. Therefore, the role of multimedia in foreign language teaching is invaluable. Academic seekers has not been recognized as the best method in



linguistics, and especially in foreign language teaching, and no method in foreign language teaching can be a guide to other methods.

In today's modern age, information and technology, globalization and commercialization, English language education are not only our main topic of education today, but also occupy a central position. ICT - Information and communication technology is becoming the most important part of our lives today. The demand for learning a foreign language is also growing day by day. Educational technology is the effective use of modern information technology in these educational processes.

Teaching through multimedia provides great opportunities for the educator. In this way, it is possible to raise the interest of children to a high level and keep their attention for a long time. Through this the language of the children we can see that their existing skills have increased even more. If our topic is "Animals", we first use their sounds when teaching the names of different animals. The children pay close attention to this, and immediately begin to say the names of the animals as cat? Tiger? Bear.

The development of language ability in the early stages is mainly shaped by constant imitation, and many roles are often appears through imitation in cartoons, so when watching a cartoon, we can see changes in children's movements. Therefore, we can use the cartoon as an effective educational tool, which helps to increase the educational effectiveness of children. Some now parents are very concerned about children's interest in cartoons, but in fact, their fantasy in the development of young people serves as a key factor in shaping their worldview.

Among the most effective approaches to foreign language teaching are language teaching methods in distance learning through information and communication technologies. Computer technology has a wide range of



possibilities, especially in language learning using the Internet. They are manifested in the following:

1) an interlocutor who actively uses in practice the knowledge and skills acquired in oral communication in a foreign language, not only in his speech, but also through the Internet learning to use it in understanding speech as well;

2) to form the ability to adapt the acquired speech knowledge to the changing situations of the relationship;

3) to create a strong, immediate motivation and motivation for a realistic approach to the organization of conversation, learning to speak, which takes place in the form of informal communication;

4) overcoming psychological barriers, in particular, the fear of speaking a foreign language and making mistakes, the loss of the barrier and the feeling of internal and external tension and embarrassment;

5) high quality of education and immediate effectiveness; In the second exercise, users begin to speak in the foreign language they are learning in the spoken pattern given in the main learning text; taken into account. Vocabulary teaching is the foundation of language teaching. Vocabulary is a collection of words and phrases that are studied, taught. By teaching the types of speech activities without mastering vocabulary perfectly will not happen. It is used as material for speech activities. Material for speech is very necessary. Without material, speech will not occur. Listening to an English speech and understanding its content based on the words learned possible.

Vocabulary games will be aimed at achieving the following goals:

1. creating a natural environment in the application of the speech pattern;
2. activating students' creative speech;
3. use words and phrases in situations;
4. to acquaint students with phrases;



5. teaching students to be responsive in speech;

The educational potential of the games is already known. In any game, a person shows this or that ability. During the game, even inactive students enter the class with interest. Role-playing games allow students to develop their speech and test their abilities in the field of acting. It includes the behavior of a particular person, his duties and The tactics of fulfilling obligations are practiced. Game assignments and strategies that are organized in the learning process keep students from getting bored and allow them to function independently independently. Strategies encourage students to think and explore. Therefore, it is expedient to look at them as a method of education.

One of the simplest games of the "Chain" game is the "Chain" game. In the process of this game the student learns to think independently, to perform operations such as simulation and differentiation. [4] This game is organized as follows: Association - In this game, the teacher writes a word on the board about the topic being studied. The first student says the word that matches that word. The second student says a word related to what the first student said. After each student has said his or her word, the teacher writes the first word with the last word spoken and instructs the students to use these two words in one sentence. BINGO- The teacher writes a few words on the board and the students have to write any three of them in these words. Then the teacher writes the three words he wants 'says from within. Which are also three words written by a student it is said that the student shouts "bingo" and is the winner of the game.

THE BEST SPELLER- this game can be used to repeat and reinforce new words. The teacher says the word in Uzbek or English, the student has to say the word literally. If the student pronounces the word correctly, he or she will move on to the next round if he or she mispronounces the game turns out. Students who pass the second round will be asked to spell the phrases.



A PUPPET SHOW- it requires working in pairs. One student pronounces the action words, and the other student performs the action. For example: I am Tom. (The puppet brings his hand to his chest.) I can swim. (Shows swimming movement.)

Grammar using this game it is possible to check the level of mastery of topics, vocabulary.

CIRCLE GAME- students stand in a circle. Each student holds a card depicting different animals. The teacher says 2 words: a dog- a monkey. Whichever students have the same picture card in their hands, these students will exchange places. The pictures on the card are based on the theme for example, letters in the alphabet, numbers, or other pictures related to the topic. The game can be continued as long as you want. Interviews - Couples who do not know each other well are formed and given 5-7 minutes to get acquainted. Each member of the last couple provides the whole group with information about their partner, adding an interesting fact. Oral speech can be enriched with the help of the games mentioned above. When working on the lexical side of listening comprehension, the ability to listen to it, to recognize it, is widely used, because listening to vocabulary, recognition also has its own characteristics, has its difficulties. The lexical side of speech has its own characteristics. The student cannot speak unless he knows it, and must be able to put it in place when he knows it.

In order to do this, it is necessary to use games effectively and efficiently, taking into account the playfulness of children. In short, the study of foreign languages is one of the urgent tasks of our time, and it is one of the urgent tasks of scientists and teachers to develop and recommend intensive methods of language teaching to the younger generation.



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