

LANGUAGE GAME: AN INNOVATIVE, ENGAGING WAY TO TEACH ENGLISH-LANGUAGE

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Abstract

Language is a means of communication it place very important Role of the child development. Language learning activities should be interesting and effective. We can make this activity more effective with the help of language game. Game is a natural means for children to understand the world around them. Therefore it should be important part of their learning including the learning of foreign language. Using game is one of the most important ways to teach efficiently in a language class. Games mean the world to children nothing is more fun than playing games for them because they feel happy by playing. It does not matter indoor or outdoor we cannot deny the importance of game. If students learn with game they have fun, feel happy and free. It means that the teachers have reached their goals. Games strengthen language skills besides learners develop Social Skill and good relationship while they interact with each Other.

The aim of this paper is thus to give a description of game its classification advantages and precautions while conducting the language game.

Keywords: - English language, Communication, Foreign Language, Language Game, Innovative, Social Skills.



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Introduction:

Language game is an activity with rules, a goal and an element of fun. Games help teachers to create context in which the language is useful and meaningful. That is why the remarkable power of games to engage our attention is evident all around us. Individually and as a culture we spend lot of time energy and resources to watch and participate in games. Language game is the effective solution to solve the problems in learning English with innovative way.

"Games encourage, entertain, teach and promote fluency if not for any of these reasons they should be used just because they help students to see beauty in a foreign language and not just problem that at time seem overwhelming" (Uberman-1998)

Games encourage learners to interact, co-operate, to be creative and spontaneous in using the language in a meaningful way. Language games have a great educational value it makes learner to use the language instead of thinking about learning the correct forms. Language games involve the productive and receptive skills simultaneously. It offers a fun filled and

relaxing learning atmosphere, with the help of language game anxiety is reduced and speech fluency is generated. Finally it creates a bond between teacher and students. Thus language games play an mind engaging role in learning English language.

Questions to keep in mind when considering which game to choose for the different age groups-

1. Which language does the game target?
2. Which skills does it practice?
3. What type of game is it?
4. What is the purpose of using it?
5. Does it fit the students?
6. How could I simplify or make it more Complex if necessary?
7. How much interaction and participation is there?
8. Does the student like the game?

Important learning theories while using games in classroom: -

Why to use games	The learners theory
1. It promotes students active participation in problem solving and critical thinking.	Constructivism
2. Expose interpersonal skills and positive interdependence.	Co-operative learning
3. Students of different intelligence and learning style for.	Multiple intelligence (Gardner's Theory) Learning styles Fleming's Theory
4. It involves physical activities.	Dr James J Asherls Total Physical Response

Important things to be consider when using games in classroom:-

1. Choose suitable games.
2. The way student perceives a game depends on the actual design and implementation of the game.
3. Give clear instructions clear rules and clear time limit.
4. Rather demonstrate then explain.
5. There must be a clear purpose and available goals.
6. Clear objectives and goals must match the difficulty level of the game and ability level of the top

7. Make sure that shy or quite students are not eliminated and have an opportunity to take part.
8. Debriefing for the evaluation of results events in the game is crucial to the game success.
9. It must be fun but still help student to learn
10. A game should involve friendly competition.
11. A game again should keep the entire students involved and interested.
12. A game should encourage students to focus on the use of language rather than the language itself.
13. A game should give student chance to learn practice for review specific language material.

In the language games following aspects are covered-

1. Multiple Intelligence Theory.	1.Linguistic 2.Visual Spatial 3. Bodily- Kinesthetic 4.Interpersonal
2. Learning Styles Theory	1. Visual 2. Auditory 3. Kinesthetic
3.Constructivism Theory	Critical Thinking
4. Effective Filter Theory	Fun and engaging student- student interaction
5.Total Physical Response (TPR) Theory	Responding to teacher's instruction physically

Steps while conducting Games in the classroom:-

1. Pick language game suitable to class members and relevant to purpose of Class session: relate game design to specific helping context.
2. Introduce the game and the rules to the class if necessary provide a brief demonstration of how the game works
3. Play the game create teams, begin play, facilitate or host manage noise use classroom space appropriately, balance competition and fun, note students learning problems related to Game play.
4. Give out prizes and debrief game with class regarding theory knowledge and theorizing process decision, lessons and new understanding.

5. Revise game or prepare new games to help students master learning challenges that became apparent.

Different Types of Language Games:-



Advantages of Language Games:-

1. It loses anxiety.
2. They are highly motivating and entertaining
3. They can give shy students more opportunity Express their opinions and feelings.
4. Enable learners to acquire new experiences within a foreign language which are not always possible during a typical lesson.
5. Add divergent to the regular classroom activities.
6. In the easy, relaxed atmosphere which is created by using game students remember things faster and better
7. Break the ice.
8. It help the pupil to learn the target language in playful way
9. Effective way to teach or test structure for vocabulary.
10. It makes classroom lively.
11. It develops cooperation in language learning
12. It gives chance to participate all peoples in the class
13. It executes interest in teaching learning process

Conclusion: -

Language game is the effective solution to make English language learning more innovative. It is enjoyable, fun and appropriate to be used in learning language in the class. It promotes and motivates the students to increase their ability to learn foreign language. Games strengthen language skills this way you get the best result in the classroom; it is now more apparent that teaching of English language can be supported effectively by using language games. Language games help the students to see the beauty in a foreign language and not just problem that at time seemed overwhelming. Since teaching is a developing art which requires innovative and creative ideas to enrich its effectiveness. Teacher should not hesitate to use language games in the classroom.

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