THE ROLE OF GAMES IN LEARNING VOCABULARY

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Abstract: Learning english as a English Foreign Language (EFL) is a trendy

phenomenon in this century. Hence, in order to figure out the language effectively, it

had to be instructed in creative as well as interesting methods and using games inside

the classroom in one of these methods. Traditionally, in grammar method students are

insisted to memorize a list of words related to a reading text. However, this method is

too boring for students and so they come across many difficulties related to learning by

heart, and, naturally, they have a little desire to learn new words. But recent studies

demonstrates that games play an important role in learning vocabulary because they

enhance students' ability to memorize words, encourage students' motivation, develop

their communicative skill.

Key words: EFL, creative and interesting methods, many difficulties, encourage

motivation, develop communicative skill.

Discussions

Vocabulary is the primary part of language. Vocabulary learning is often boring for

languages learners, especially for those who grew up in the digital age. Among foreign

languages techniques, educational games are seen as appropriate and powerful for every

student and children because they include interaction, physical and cognitive activity,

socialization, competition and cooperation. The purpose of games in the learning

process is to reinforce what has already been taught. During the game, learners are

engaged in an enjoyable and challenging activity with a clear goal. Games can make the

students more focus in learning because they are not forced to learn. These games lower anxiety and can given shy students more opportunity to express their options and feelings. They also enable learners to acquire new experiences within a foreign languages which are not always possible during a typical lesson. Games can be media that will give many advantages for teacher and the students as well. The use of games attract the students to learn English because it is fun and make them want to have experiment, discover and interact with their environment. These games as a teaching strategy may suit students with interpersonal intelligence because they provide an excellent setting for interaction between students. Bu playing different games, students together with teacher can decrease their depression, stress which affects their learning process negatively. Yudintseva (2015) states that "game-enhanced learning provides a set of effektive stretegies such as languages repetitons, contextual clues, interaction with native speakers and peers, and imagery to practice and use second language vocabulary in the authentic context. Event though there are many benefits of games for foreign languages learner, students may only play for fun, not for learning. Thus language teachers should be aware of when to use the games and how to connect them with the course content. The success of games in learning vocabulary depends on the teachers' responsibility to use coorperative activities and lessening students' stress together with bringing pleasure to the class.

Vocabulary learning games: There are some of the games used for teaching vocabulary like The Sims, Hangman, Semantic Boggle.

The Sims: The Sims is a play which consists of daily vocabulary, it is used for teaching different subjects. In addition, it can creat motivation and provide players with action vocabulary doing daily, like cooking, cleaning, building, eating and ect.

Hangman: This is game which can be played with all students regardless of their levels and with few things. The players should predict the world and id they cannot answer

truly, they will bu hanged in a pole.

Conclusion: Bu using vocabulary games, learning process is going to be more valuable, so it can help students to retain target words more quickly. Educational games are used frequently due to their benefits. They give students responsibility and the opportunity of being active physically and mentally. In addition, students gain or develop many skills such as a taking turna, working individually and working with others as a team toward a common goal.

Resources

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