

The functions of the language game in teaching the Russian language as a foreign

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Abstract: The article discusses the functions of a language game in teaching the Russian language as a foreign in a modern school. Functions of game activity in the learning process. The language game occupies a special place in the system of active learning, as it is both the method and form of the organization of training, including almost all methods of active learning.

Keywords: functions of game activity, language game, game form, game methods

In a modern school, making a bet on the activation and intensification of the educational process, game activity is used in the following cases:

as an independent method for mastering a particular topic;

as elements, sometimes very significant, some other method;

as a whole lesson or part (introduction, explanation, consolidation, control or exercises);

It is possible to use the game in organizing an extra -curricular event.

When using the game method of learning, the teacher's task is to, First of all, in order to organize the cognitive activity of students, in the process of which their abilities would develop, especially creative.

The use of game forms of learning makes educational the process is more substantial and better, since:

- the game draws into the active cognitive activity of each the student separately and all together and, thereby, is effective a means of managing the educational process;

- training in the game is carried out through its own the activities of students, which is of a special type of practice, in the process which is absorbed up to 90% of the information;

- game - free activity that gives the opportunity to choose, self-expression, self-determination and self-development for its participants;

- the game has a certain result and stimulates the student to achieve the goal (victory) and awareness of the way to achieve the goal;

- in the game of teams or individual students are initially equal (there are no bad and good students: there are only players);

The result depends on the player himself, the level of his preparedness, abilities, endurance, skills, character;

- Competition - an integral part of the game - attractive for students;

The pleasure received from the game creates a comfortable state in the lessons of a foreign language and strengthens the desire to study the subject;

- There is always a certain sacrament in the game - an unknown answer, which activates the student's mental activity, pushes to search for an answer;

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All this allows you to define the game as the highest type of pedagogical activity.

Using the game method of learning contributes to the implementation important methodological tasks, such as:

creation of students' psychological readiness for speech communication;

ensuring the natural need for multiple repetition their linguistic material;

Training of students in choosing the right speech version, which is a preparation for situational spontaneous speech in general.

The game form of the lesson is created in the lesson using game techniques and situations that act as a means of impulse, stimulating students. During the game lesson, the situation can be lost several times and at the same time each time in the

new version. But at the same time, the situation of the game is the situation of real life.

Game activity in the learning process performs the following functions:

1) the training function lies in the development of memory, attention, perception of information, the development of general educational skills, as well as It contributes to the development of the skills of owning a foreign language.

2) the educational function is to educate this quality as an attentive, humane attitude to the game partner; A sense of mutual assistance and mutual support also develops. Students are introduced phrases of speech etiquette for the improvisation of speech appeal to each other in a foreign language, which helps to educate such quality as politeness.

3) the entertainment function consists in creating a favorable atmosphere in the lesson, turning the lesson into an interesting and unusual event, an exciting adventure, and sometimes in a fabulous world.

4) the communicative function consists in creating an atmosphere of foreign communication, uniting a collective of students, establishing new emotional-communicative relations based on interaction in a foreign language.

5) relaxation function - removal of emotional stress caused by a load on the nervous system with intensive teaching a foreign language.

6) The psychological function consists in the formation of the skills of preparing its physiological state for more effective activity, as well as the restructuring of the psyche for the assimilation of large volumes information.

7) The developing function is aimed at harmonious development of personal qualities to activate the reserve capabilities of the individual.

The place and role of the game method in the educational process, the combination of the elements of the game and teaching largely depends on the teacher's understanding of the functions and classifications of various kinds of games.

We emphasize that only with the help of games:

relations between students and the teacher are improving, since the latter acts in the game as a communication partner;

there are conditions for creating a creative situation and maintaining living interest;

an attempt is made to go beyond limited communication in the class;

a situation is created in which the student can play himself or the role that is entrusted to him;

The time for speech practice is increasing. Students are more and more.

Compared to other forms of training, they express their own opinion, express the feelings and thoughts of the characters they play;

problem tasks, including projects, are solved by joint efforts, which allows you to gain experience in practical and creative activities;

Great opportunities are created to expand the horizons of students by meeting history, culture, traditions and personalities of countries the language studied

Thus, it should be remembered that the games are not intended for entertainment, but for training through action. For the successful conduct of any communicative game, the correct selection of material is necessary and Careful methodological training.

Many methodologists believe that at the early stage of mastering the Russian

The game is the most effective form of learning. With the help of the game, students develop interest in foreign language communication, a foreign language information base is created (dictionary, speech cliché, phrases), speech mechanisms are formed.

The advantage of game methods and teaching techniques is that what they cause students to have increased interest, positive emotions, help to focus on the educational task, which becomes.

Not imposed from the outside, but desired. They allow solving educational problems in an atmosphere of interest and activity. In the situation of the game, the processes of perception, understanding and assimilation occur in the minds of students more accurately and quickly.

On the basis of game activity, the student forms a number of psychological features: imagination and symbolic function of consciousness that allow him to carry out in his actions the transfer of the properties of some things to others. On this basis, orientation is also formed on the general meaning and nature of human relations, as well as readiness for educational activity.

There are plot-didactic, entertaining, entertaining

And outdoor games that are an important link in teaching methods. Their

The main goal is the change of activity, a full and effective psychological rest. Such games are arranged in breaks between classes, can be held in the classroom, at the table, on the street, and other forms can be taken. Outdoor entertainment games raise general tone, improve well-being. Psychotechnical health games create a mood for training, psychological readiness for mastering large amounts of information.

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