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Course paper
in The Methodology of Teaching Foreign Languages

**The use of game technology to develop speaking skills in English lessons in
secondary school**

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INTRODUCTION

A communicative approach to teaching foreign languages is now a methodological standard. The implementation of a communicative approach in the learning process in a foreign language means that the formation of foreign language speaking skills and abilities occurs through and through the implementation of the student's foreign language speech activity. In other words, mastering the means of communication (phonetic, lexical, and grammatical) is aimed at their practical application in the process of communication. Mastering the skills of speaking, listening, reading and writing is carried out by implementing these types of speech activities in the learning process in conditions that simulate situations of real communication. [4;p.63]

The communicative approach determines the goals, principles, content and methods of teaching foreign languages, and teaching methods, in turn, are implemented in methodological techniques. One of the most effective and appropriate techniques when working with students is the game.

It is very difficult to achieve a high level of communicative competence in the German language without being among its speakers. Therefore, an important task of the teacher is to create in a foreign language lesson real and imagined situations of communication, using different techniques. One such technique is play.

Many prominent educators have emphasized the positive impact of games in educational activities. Each game develops a range of different abilities, positive qualities of students: skills of cooperation, patience, loyalty, kindness. Play activities in the lesson, of course, will interest children, and will give the lesson more emotion, motivation.

Playing in class is a serious matter. It should not be too fond of and used only as a means of relaxation, entertainment or recreation. The game can and should be used as a means of developing skills, developing certain speech skills, learning communication skills, developing appropriate abilities and mental functions, cognition, memory.

The value of the game also lies in the fact that a student with weak knowledge can be the first during the game, because ingenuity and intelligence are sometimes more important than direct knowledge and the feeling of interest and ability to help overcome the barrier that arises when learning a foreign language. All this determines the relevance of this topic in modern languages and a detailed study of the conditions and requirements for the use of games and game exercises in English lessons in schools. [5;p.38]

The subject of my research is lexical games as a means of improving the efficiency of the educational process in English lessons in 5th grade.

Object of research: the influence of the game on the learning process and on the process of formation of knowledge, skills and abilities.

The purpose of this work is to reveal the importance of playing in a foreign language lesson not only as a means of stimulating the learning process, its optimization, but also as an important aspect of psychological comfort and relieving mental stress of students.

The main tasks of this work are:

- Justify the feasibility of using lexical games in English lessons;
- Consider the age characteristics of students that must be taken into account when organizing lexical games;
- Find out the requirements for lexical games in English lessons;
- Consider the structure, stages of role play, as well as its place in the learning process;
- Develop examples of lexical games.

Research methods. To achieve the goal, solve the set tasks, a set of general scientific methods was used:

theoretical level - analysis, comparison, abstraction, concretization, generalization, classification, systematization, schematization;

modeling - used to develop the theoretical foundations of the study;

empirical research methods - direct and indirect observation, introspection, pedagogical experiment;

statistical processing of the obtained results - were used to obtain factual data on the state of the researched problem in practice and quantitative and qualitative analysis of intermediate indicators and final results of experimental activity.

The structure of the work. The work consists of an introduction, two chapters, conclusions and a list of reference.

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