**THE ADVANTAGES OF GAME-BASED LEARNING IN THE ENGLISH LESSONS**

S. Sodiqova, senior lecturer ,KSPI, Z.Xudoynazarova, student

**Abstract**

According to the significant role of games in education, game-based learning platforms offer interactive and engaging learning experiences for both students and teachers. The article aims to introduce some game-based platforms, their usage patterns in English language learning and teaching.

**Key words:** learning platform, Word Wall ,Kahoot, interactive, games.

**Аннотация**

Учитывая значительную роль игр в образовании, игровые обучающие платформы предлагают интерактивный и увлекательный опыт обучения как для учащихся, так и для учителей. Целью статьи является представление некоторых игровых платформ и моделей их использования в изучении и преподавании английского языка.

**Ключевые слова:** обучающая платформа, Word Wall, Kahoot, интерактив, игры.

**Annotatsiya**

Ta’lim berishga asoslangan o’yin platformalari ingliz tilini o’rgatish va o’rganishda interaktiv va qiziqarliligi bilan alohida ahamiyatga ega Ushbu maqolada ingliz tilini o’rgatishda o’yin platformalari va ulardan samarali foydalanish haqida ma’lumotlar keltirilgan.

**Tayanch tushunchalar:** ta’lim beruvchi platforma , Word Wall, Kahoot , interaktiv, o’yinlar

The English language, being a global lingua franca, holds a prominent position in education worldwide. Consequently, the effective teaching and learning of English have become a priority for educators and learners alike. Game-based learning platforms offer a unique approach to English language education by providing an interactive and enjoyable learning environment that fosters collaboration, critical thinking, and problem-solving skills.

By combining gaming elements with educational content, these platforms have the potential to enhance the learning process, increase motivation, and improve learning outcomes.

*Kahoot* is an interactive game-based learning platform that enables teachers to create quizzes, surveys, and games for their students. It has become increasingly popular for teaching English due to its engaging and interactive features. *Kahoot* allows teachers to customize their quizzes and games, making learning more personalized and engaging. Moreover, *Kahoot* enables students to work collaboratively and compete with each other, making the learning experience more enjoyable.

 According to the research of Ahmad Ghazy “ *Kahoot “* is an effective tool for enhancing student engagement, motivation, and learning outcomes in English language learning and had a positive impact on students' English language proficiency and motivation. Kahoot is a game-based learning platform that brings engagement and fun to 1+ billion players every year at school, at work, and at home.
Word wall is an interactive game-based learning platform that enables teachers to create quizzes, games, and puzzles for their students. Word wall's customizable templates enable teachers to create personalized quizzes, making learning more engaging.

 Studies have shown that Wordwall is an effective tool in enhancing students’ English language learning outcomes . According to the research it was found that Wordwall’s gamification features were effective in enhancing students’ English language learning outcomes.Moreover, Wordwall’s customizable templates were found to be engaging and personalized.

Kahoot  is a free student-response tool for administering quizzes, facilitating discussions, and collecting survey data. It is a game-based classroom response system played in real time. It is very useful for revising the information or testing , checking comprehension. Aftr introducing the new topic teacher may check comprehension with the help of this platform. Beforehand teacher will create Kahoot questions. Students will join via their mobiles . Questions are projected on a shared screen, while players answer the questions with their smartphone, tablet, or computer; creating a social, fun and game-like environment.

The procedure :

1.If you’re leading a Kahoot for others to play, your device should be connected to a projector screen or large TV for playing locally.

2.Select Kahoot to play, choose a game mode (classic or team) to launch the Kahoot.

3.Play! On the screen instructions to kahoot.it and enter a game PIN are displayed. This page is left open, learners follow the instructions on their own devices. As they join, teacher can see their nicknames appear on the screen. ‘Start’ is pressed , once everyone’s joined.

4.‘Next’ button is used to move through results screens and get to the next question.

5.When all questions are answered results will be shown. Students can see at the same time respondents of correct answers .The winners also will be shown on the screen according to the number of correct answers .
 Kahoot allows for the design of multiple-choice quizzes as well as polls and surveys that populate on-the-spot data; the quiz questions and polls stimulate quick instructional decisions as well as whole-class discussion. With the help of this learning platform we can make our lessons interesting ,engaging and more effective, because students will remember the information easily, there will appear the spirit of competition in the class. Because of user-friendly interfaces, engaging content, and versatility in both teaching and learning settings such platforms play crucial role in learning foreign languages. .

References:

1.GHAZY, Ahmad et al. The use of game-based learning in English class. **Journal of Applied Studies in Language**, [S.l.], v. 5, n. 1, p. 67-78, june 2021. ISSN 2615-4706.

2. EFFECTIVE METHODS TO INCREASE VOCABULARY IN ENGLISH AS A SECOND LANGUAGE. Xatamova Ziyoda Gulomovna

3. Osarova, N. (2022). GAME AS AN ACTIVITY AT THE FOREIGN LANGUAGE LESSON AS ONE OF THE BASIC WAYS OF LEARNING ENGLISH AT PRIMARY SCHOOL. Galaxy International Interdisciplinary Research Journal, 10(11), 1110-1116.

4. Sodiqova, S. (2023). ERROR CORRECTION IN FOREIGN LANGUAGE TEACHING. Talqin Va Tadqiqotlar, 1(1). извлечено от <http://talqinvatadqiqotlar.uz/index.php/tvt/article/view/188>