ISSN: 2181-1385
Scientific Journal Impact Factor (SJIF) 2021: 5.723

USING DIDACTIC GAMES IN TEACHING FOREIGN LANGUAGES

Saodat Sharipovna Zuparova
Teacher of the Interfaculty Department of Foreign Languages
Chirchik State Pedagogical Institute of Tashkent region

ABSTRACT

It is apparent that, parents are trying to enhance their children's knowledge horizon and abilities. Due to their busy-time at work, children are believed in schools and other educational establishments. Since there are million types of educational tools and materials in order to teach learners, teachers have many options to explain themes without difficulties. Especially, in ESL and EFL classrooms didactic games are being played mostly. This article has aims to introduce didactic games, its importance and some examples by analyzing. Also it focuses on digital didactic games to play out of classes.

Keywords. Didactic games, teacher, student, classroom, activity.