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# THE EFFICACIOUS IMPLEMENTATION OF GAMES INTO ELT TO YOUNG LEARNERS

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## ABSTRACT

The article deals with the issue of applying educational games into teaching practice of young learners. The aim of this study is to examine the significance of games, educational purposes of games, the types of games and their classification. The research is also devoted to the analysis of crucial requisites, namely how to choose games, when and how to use them by outlining the views of outstanding scholars and educators.

**Keywords:** game, young learners, approach, communicative competence, interaction, intelligence, language skills, cognition, linguistic, communicative, competitive, co-operative, classification, game selection requirements