

The role of word games in learning and teaching english

Language learning is a hard task which can sometimes be frustrating. Well-chosen games are invaluable as they give students a break and at the same time allow students to practice language skills. Games are highly motivating since they are amusing and entertaining, and at the same time challenging, teaching and promoting fluency. Furthermore, they employ meaningful and useful language in real contexts. They also encourage, increase cooperation and sustain learners' interest and work giving shy students more opportunity to express their opinions and feelings. Games enable learners to acquire new experiences within a foreign language which are not always possible during a typical lesson. In the easy, relaxed atmosphere which is created by using games, students remember things faster and better. It is like a break from the monotony of drilling. Moreover, games help the teacher to create contexts in which the language is useful and meaningful. The learners want to take part and in order to do so must understand what others are saying or have written, and they must speak or write in order to express their own point of view or give information. Games can be used to give practice in all language skills and be used to practice many types of communication. If it is accepted that games can provide intense and meaningful practice of language, then they must be regarded as central not peripheral to a teacher's repertoire.

Games also lend themselves well to revision exercises helping learners recall material in a pleasant, entertaining way. Games have been shown to have advantages and effectiveness in learning vocabulary and grammar in various ways. Games not only help students learn and retain new words more easily but also involve friendly competition and keep learners interested. Vocabulary games bring real world context into the classroom, and enhance students' use of English in a flexible, communicative way. However, in order to achieve the most from vocabulary games, it is essential that suitable games are chosen. Whenever a game is to be conducted, the number of students, proficiency level, cultural context, timing, learning topic, and the classroom settings are factors that should be taken into account.