

## DEVELOPING SPEAKING SKILLS OF YOUNG LEARNERS THROUGH GAME-BASED APPROACHES

Hamidova Feruza Komiljon qizi

*Student, Tashkent State Pedagogical University,*

*Uzbekistan*

*E-mail: feruzahamidovas47@gmail.com*

**Abstract:** *Teaching speaking skills to young learners can be challenging. Games offer an effective and enjoyable approach. This article explores game-based activities to enhance speaking proficiency in young learners. It examines cognitive, social, and emotional aspects, highlighting the positive impact on language acquisition and motivation. Various game types are explored, along with practical suggestions for implementation. By integrating games, educators foster communication skills, creativity, and critical thinking.*

**Key words:** *Game-based learning, language instruction, speaking, linguistic concepts, motivation, experience, role-playing, education, creativity, communication.*

Psychological peculiarities of young learners include egocentrism, concrete thinking, imaginative play, and a preference for active learning. Children in their early childhood and elementary school years often struggle with perspective-taking, think in concrete terms, engage in imaginative play, and learn best through interactive experiences. Recognizing these characteristics helps educators and parents provide appropriate support and create effective learning environments.

Speaking skills play a crucial role in language acquisition among young learners. Speaking is connected with communication. Speaking is the primary mode of communication in any language. By developing speaking skills, young learners can express their thoughts, needs, and ideas effectively. It enables them to engage in conversations, interact with others, and build relationships. Also speaking encourages active learning as it requires young learners to actively engage with the language. By speaking, they actively process and produce language, which enhances their understanding and retention of linguistic concepts. It helps them internalize the language and develop a deeper grasp of its nuances. Furthermore, speaking skills boost learners' confidence and motivation. When young learners can express themselves clearly and effectively, they feel more empowered and motivated to continue learning. Positive experiences in speaking engagements, such as successfully communicating with others, build their self-esteem and encourage further language exploration.

Speaking is important, but many students do not understand its significance. Although, they do know the importance of speaking or expressing their opinions, they are afraid to speak. They have hesitation and a fear and hate towards speaking. However, teachers should strive against this and help students overcome their fears. How do they? Through games, of course. Children, especially young learners, are very interested in various games. And sometimes, they can enter the game to such an extent that they forget their fears. Game-based learning has numerous benefits for young learners when it comes to developing speaking skills. Games inherently captivate children's attention and make learning enjoyable. By incorporating game elements into speaking activities, young learners become actively engaged and motivated to participate. They are more likely to invest themselves in the

learning process and willingly practice speaking skills. Additionally games provide opportunities for authentic language use. Through role-playing, discussions, and interactive tasks, young learners can apply the language in meaningful contexts. They can practice asking and answering questions, giving instructions, making decisions, and expressing their thoughts and opinions, all within the game's context. In addition, games often involve social interaction, fostering communication and collaboration among young learners. Multiplayer games, team-based activities, or cooperative gameplay encourage learners to interact, negotiate, and communicate with their peers. This social interaction enhances their speaking skills as they practice turn-taking, active listening, and expressing their ideas to others.

There are many scientists who do scientific work on this field. One of the most popular is James Paul Gee. James Paul Gee is a prominent researcher and educator who has extensively written about the potential of game-based learning and its impact on education. He has explored various aspects of game-based learning and has provided insights into its benefits and applications. James Paul Gee emphasizes the concept of "situated learning" in game-based environments. He argues that games provide rich and immersive contexts for learning, allowing learners to engage in authentic and meaningful experiences that are relevant to real-world applications.

There are numerous games which can improve speaking skills of young learners. One of them is Story Cubes. Story Cubes is a game that uses dice with various images on them. Players roll the dice and then have to create a story incorporating the images that appear. It enhances creativity, storytelling abilities, and oral communication skills. Taboo is also popular and effective game for young learners' speaking skills. Taboo is a word-guessing game where players have to describe a word without using certain "taboo" words or phrases. It promotes effective communication, vocabulary usage, and the ability to explain ideas clearly.

In conclusion, incorporating game-based activities into teaching speaking skills to young learners offers numerous benefits. Games provide an engaging and interactive learning environment that enhances language acquisition, communication skills, and overall learner motivation. By integrating games into speaking lessons, educators can create a dynamic and immersive language learning experience that fosters creativity, critical thinking, and confidence among young learners. Researchers like James Paul Gee have highlighted the potential of game-based learning in providing rich and authentic contexts for language development. Popular games such as Story Cubes and Taboo can effectively improve young learners' speaking abilities by promoting creativity, storytelling, effective communication, and vocabulary usage. By leveraging the power of games, educators can create a supportive and enjoyable learning environment that empowers young learners to express themselves confidently and effectively.

## REFERENCES:

1. Gee, J. P. (2007). *What Video Games Have to Teach Us About Learning and Literacy*. Palgrave Macmillan.
2. Prensky, M. (2001). *Digital Game-Based Learning*. McGraw-Hill.
3. Egenfeldt-Nielsen, S., Smith, J. H., & Tosca, S. P. (2016). *Understanding Video Games: The Essential Introduction*. Routledge.