ENGAGING CLASSROOM ACTIVITIES FOR LANGUAGE LEARNING

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Abstract. The article talks about various interactive methods and methods used in classrooms. It is necessary to interest and involve students in language learning. In this, it is necessary to invite students to cooperate, to pass the lessons with the help of games. Information about the possibility of improving students’ knowledge through the use of new technologies is provided**.**

Keywords: language learning, classroom activities, interactive methods, student engagement, technology integration, gamification, collaborative learning, educational games**.**

TIL O‘RGANISH UCHUN SINFLARDA FAOLIYATNI RIVOJLANTIRISH

Annotatsiya. Maqolada sinflarda foydalaniladigan turli interaktiv usul va metodlar haqida so‘z boradi. Til o‘rganishga talabalarni qiziqtirish va jalb qilish kerak bo‘ladi. Bunda talabalarni hamkorlikka chorlash, darslarni o‘yinlar yordamida o‘tish lozim. Yangi texnologiyalardan foydalanish orqali talabalar bilimini oshirish mumkinligi haqida ma’lumotlar keltirilgan.

Kalit so‘zlar: til o‘rganish, sinf faoliyatlari, interaktiv usullar, talabalar ishtiroki, texnologiyani integratsiya qilish, o‘yinlashtirish, hamkorlikka o‘rganish, ta’lim o‘yinlari;

РАЗРАБОТКА КЛАССНЫХ ЗАНЯТИЙ ПО ИЗУЧЕНИЮ ЯЗЫКА

Абстрактный. В статье говорится о различных интерактивных методах и методах, используемых на занятиях. Необходимо заинтересовать и вовлечь студентов в изучение языка. При этом необходимо приглашать учащихся к сотрудничеству, проходить уроки с помощью игр. Приведена информация о возможности улучшения знаний студентов за счет использования новых технологий.

Ключевые слова: языковое обучение, классные мероприятия,

интерактивные методы, участие студентов, интеграция технологий, геймификация, совместное обучение, образовательные игры;

Introduction. Language acquisition is a complex process that requires more than just memorizing vocabulary and grammar rules. To effectively learn a language, students must engage with the language actively, using it in real-life situations and developing their communicative skills. However, traditional language teaching methods often struggle to keep students motivated and involved in the learning process. As such, there has been a shift towards more engaging, interactive, and enjoyable classroom activities that can make learning a language more immersive and stimulating.

This article explores innovative and interactive classroom activities that can significantly enhance language acquisition. It focuses on the integration of games, technology, and group work as key methods to make language learning both effective and enjoyable. By focusing on these elements, educators can create a classroom environment where students are not only motivated but also gain practical language skills that are applicable beyond the classroom.

Literature Review. The importance of engagement in language learning has been well-documented in educational research. According to Thornbury (2006), one of the primary goals in language learning is to create an environment in which students feel motivated to use the language actively, and this motivation often comes from engaging, dynamic activities. Studies show that when students are engaged in meaningful, interactive tasks, they are more likely to retain new vocabulary, practice their speaking and writing skills, and gain greater confidence in using the language. The integration of technology into language classrooms has also become increasingly prominent. Research by Warschauer (2004) emphasizes that technology can provide students with immediate feedback and exposure to authentic language materials, which enhances their language acquisition. Tools such as language-learning apps, interactive whiteboards, and online platforms can facilitate an interactive and personalized learning experience, making it easier for students to practice at their own pace while still receiving guidance.

Similarly, the use of games in the classroom, a concept known as “gamification”, has been explored in several studies. Games provide an enjoyable, low-pressure environment for students to practice language skills. For example, when students play language-related games, they practice speaking, listening, and problem-solving in a fun and relaxed setting. According to Gee (2003), video games, in particular, can offer rich, context-based language exposure that supports vocabulary acquisition and narrative comprehension. Collaborative learning, another key area of interest, emphasizes peer-to-peer interaction and group problem-solving. Studies by Johnson & Johnson (1999) have demonstrated that when students work together to complete tasks, they not only reinforce their own language skills but also learn from their peers. This type of learning allows students to practice negotiation, clarification, and communication strategies that are critical for effective language use.

Research Methodology. This research employs a qualitative approach to investigate the impact of interactive classroom activities on language learning. The

study was conducted in three different language classrooms - English, Russian, and Uzbek - at a secondary school level. The participants included 120 students, aged 12-16, and six language instructors who taught each class using a variety of traditional and interactive methods. To gather data, the researcher used a combination of classroom observations and semi-structured interviews. Observations were conducted over a period of three months, focusing on the types of activities used in class, student participation levels, and engagement during lessons. The researcher also conducted interviews with both teachers and students, asking about their perceptions of the activities and their effectiveness in improving language skills. Data were analyzed to identify recurring themes and patterns related to the types of activities used, student involvement, and language progress. The analysis focused on three main areas: the use of games, the integration of technology, and the implementation of group work.

Analysis and Results. The findings from the study suggest that the use of interactive activities significantly improved student engagement and language acquisition. The results can be divided into three main categories: “games”, “technology integration”, and “group work”.

1. Games: One of the most effective methods for engaging students was the use of language games. Games such as “word bingo”, “crossword puzzles”, “role-playing activities”, and “interactive quizzes” provided students with opportunities to practice new vocabulary, pronunciation, and grammar in an enjoyable and relaxed environment. The use of competitive games, such as team-based challenges, motivated students to actively participate, with many reporting that they were more willing to speak in front of their peers because of the low-stakes, fun nature of the activities. Teachers also noted that games helped reinforce key concepts and vocabulary, making learning more memorable.

2. Technology Integration: Technology played a pivotal role in supporting language learning. Tools such as language-learning apps (e.g., Duolingo, Babbel) and online platforms (e.g., Quizlet, Kahoot) were used regularly in the classroom. These tools allowed students to practice language skills outside of class and receive immediate feedback, which helped reinforce their learning. Students who used apps for vocabulary building demonstrated significant improvement in retention and recall. Additionally, interactive whiteboards and multimedia resources (such as videos and audio clips) allowed teachers to present authentic language materials, such as interviews, songs, and news broadcasts, providing students with real-world context for their learning.

3. Group Work: Collaborative activities, such as group discussions, debates, and cooperative projects, also had a positive impact on student engagement and language skills. When students worked together in groups, they had opportunities to practice communication and negotiation skills, which are essential for effective language use. Students reported feeling more confident when speaking in a group setting, and teachers observed a higher level of participation and initiative during group-based tasks. Group work also helped students learn to clarify misunderstandings and build their language skills through peer interaction.

Conclusion. The study highlights the importance of incorporating interactive

classroom activities to enhance language learning. Games, technology integration, and group work were found to be highly effective in engaging students, motivating them to participate actively, and improving their language proficiency. These methods not only make the learning process more enjoyable but also provide students with the opportunity to practice real-life language use in a supportive and dynamic environment.

Based on the findings, several recommendations can be made for language educators:

1. Incorporate More Games: Teachers should regularly include language games in their lessons to make the learning process fun and engaging. Games can be used to practice vocabulary, grammar, listening comprehension, and speaking skills.

2. Utilize Technology: Integrating technology, such as language-learning apps, interactive quizzes, and multimedia resources, can significantly enhance the learning experience. Teachers should explore different technological tools and use them to provide personalized learning opportunities for students.

3. Encourage Group Work: Collaborative learning activities should be encouraged in the classroom. Group work helps students develop essential communication skills and provides a platform for peer learning.

In conclusion, interactive classroom activities have the potential to transform language learning into an enjoyable and rewarding experience. Educators should continue to explore innovative ways to incorporate games, technology, and group work to make language acquisition more engaging and effective.

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