

**THE USE OF GAMING TECHNOLOGIES IN ENGLISH LESSONS**

Annotation: New pedagogical technology is the product of a certain purposeful form, method and means of education.

Key words: game technology, education, foreign language.

Observations show that in most cases, the teacher only works on the course himself, while the students remain an observer. Such a view of Education does not grow the intellectual mindset of students, does not increase activity, sucks up the creative activity in the educational process. And the main purpose of pedagogical technologies in modern education is to bring the student to the center of the lesson process in the educational system, to develop his independent and creative activity, to become an active participant of the lesson, away from simply obtaining and automatically reproducing educational materials.

Only then, students will be able to substantiate their own point of view, will have an important yes achievement and problems, their application to the practice of the topics to be passed. In this process, such aspects as logical thinking, imagination, the development of cognitive activity is important. Through modern education, personal skills and skills are formed in students.

In the educational process, it is important to teach students in vocational colleges to independently research and work, to solve both professional and managerial problems independently. Also, in the current period, techniques and technologies are changing day by day, as well as the renewal of knowledge, the ability to adapt to modern conditions, the desire for new knowledge, such as working alone, in pairs and in groups, are formed as a learning person in the process. In modern lessons, it is important that the teacher is able to choose from interactive techniques according to the subject. The teacher should first of all use interactive techniques, following the theory of transition from simple to complex.

Among the subjects, English occupies a special place. He is the main international language, expresses the humanistic essence in knowledge, notes the moral significance, the formation of the creative abilities of students. In a nutshell, it contributes to the extreme moral education of the individual, which is considered the main goal of Education. Teaching English is an exhausting and long-lasting process. Both the teacher and the student have an effective method of teaching, simple adequate study of the material, they are looking for ways to mechanically obtain a large amount of vocabulary and grammatical forms. An important stage in such a research is to address the game methodology. In many studies devoted to the game within the framework of knowledge of dunè, it has proven effective in teaching English. We came to such a conclusion in the process of working with students. The correct Organization of the game, meaningful and literate can only be at the level of training intellectual and developing.

One of the ways to form an interest in knowledge in students is to organize effective game activities. The rule of the spiritual content of the structure of the game is to create a euristic environment, to strive for constant knowledge the student's creative activity episodic situation also regularity, will have a different level of expression in the independent execution of certain rules, the transfer of concrete ways of action to a new situation until the new original The presence of interest in knowledge in students makes it possible to increase their activity, quality of knowledge in the lesson. Interest in knowledge is regarded as an appeal to the individual in the chosen direction, aspect of the sphere of knowledge and its subject matter and the process of mastering knowledge. Hence, interest in specific cognition is a human tendency. Students ' interest in the English language consists of circulation in the English language in terms of solving the communicative tasks put forward.

Interest in cognition on the path to growth is usually characterized by cognitive activity, valuable motivation. It is necessary to organize such teaching of the English language so that the student can understand and the teacher can accept the set goal finally from the activities of the subject to become an active participant

in the realization of the goal. In this case, the interest of the student to know the purpose of teaching in the teaching process, in the teacher's hand it turns out as a tool and the motivation of the student's activities. The principle of activity in the process of teaching English is fundamental in didactics. He predicts the quality of such activity, characterized by a high level of motivation and a conscious demand for mastering cognition, results adapted to the social norm.

The student's activity in the game is very important, otherwise the teacher will not be able to achieve the desired result. Self-activity occurs on the moment-number. It is also purpose-oriented pedagogical effect, that is, with the use of technology.

According to the definition of the game, Self-Management data is collected when this activity is directed to the mastering and creation of public experience in the conditions of the situation.

The teaching corresponding to the pedagogical result before the pedagogical game is clearly reflected in the character, which is characterized by the fact that the teaching is directed to the knowledge. The application of the form of the game evokes aspiration in children with educational activities. Educational and educational opportunities in any game. He developed the ability and observability to distinguish the nature of students' subjects. Thus, the game gives a great contribution to the growth of students in terms of intelligence, improves thinking, attentiveness, creative abilities.

When using game methods, the following conditions must be observed.

- in the form of a task, students are given a didactic goal in front of them;
- activities are subject to the rule of the game, educational material is used as a means of learning;
- must know the element of competition in his activity, didactic task in his teaching will be transferred to the game;
- conclusion of course you need didactic assignment successful completion of the game;

- a positive sense of duty should be given to students to awaken interest in the game. Game also attractive, the goal that can be achieved, should be a beautiful;
- the game should lean on creative freedom and your own activities.

It is very important to assess the condition of the order of the game to go, the results of the game.

This is of bilateral importance. It provides information to the teachers about the level of mastering the knowledge they have acquired on the subject as well as the growth of the students. And it shows that students are satisfied with their activities. In this holds an important place in the teacher's opinion. The teacher, along with praising the good side of the student, should indicate the inadequacies allowed and their cause.

In the opinion of many educators, it is impossible to conclude by evaluating the results of educational activities. Analysis of all works is mandatory. If a positive result is obtained, it is necessary to consolidate it, to note the experience of the conclusions obtained. If the result is unsuccessful, it is necessary to correct it, to correct it, to make edits for further work. At this stage, the theory of interest in cognition, the ability to set a prospective goal, increases the relevance of further work.

The game serves as a preparation for serious further activities; in the game, a person, by practicing, improves their abilities. The source of the game is seen in the excess of forces: excess forces, not spent in life, in work, find a way out in the game. Theory of play as an activity generated by pleasure. The game is seen as the realization of repressed desires from life, because the game often plays out and experiences what cannot be realized in life.

#### References:

1. Kukushin V. S. Modern pedagogical technologies. Elementary school. – R. Phoenix, 2004.
2. Pedagogical technologies / Author-comp. T.P. Salnikova. - M.: 2005.