

USING ROLE PLAY AS A TEACHING METHOD

Mokhlaroy Abduqodirova Alijon kizi

The Student of Kokand State Pedagogical Institute
Named After Mukimi Faculty of Foreign Languages

Kamolakhan Oripova Erkinjon kizi

The teacher of Kokand State Pedagogical Institute
Named After Mukimi Faculty of Foreign languages

Nigorakhan Sobirova Abduvohidovna

The EFL Teacher of Fergana Region Uzbekiston District School №21

Abstract

This article is devoted to clarify the merits of using role plays in teaching English for learners

Key words: role play, presentation, practice, production, outcome, method.

Introduction

Using modern methods is becoming very important in teaching language process. A number of methods are used to achieve good results in foreign language learners. Every method has its own merits and demerits according to its usage. In spite of this, up to date methods are more captivating than other methods and very motivating and useful for learners.

Introduction

Now I am going to

Introduce methods of using role plays and games in the English classes. Role-playing is an active learning technique in which learners act out situations under the guidance of a trainer. In each scenario, employees take on a role and act out the scene as though it were real. For example, two people might simulate a meeting between a learner and an angry customer. The trainer and the other participants can then give feedback to the role players. This training technique can be useful, but it also has some drawbacks. So this research will mainly focus on how to apply it successfully and take the most advantage of it in English class. The outcome shows there are four crucial factors for its success: the topic chosen should be real and relevant; the teacher need 'feed-in' the appropriate language; correct errors in a proper way; some of teachers role are facilitator, spectator or Participant. Incorporating role-play into the classroom adds variety, a change of pace and opportunities for a lot of language production and also a lot of fun! The main elements of Communicative Approach usually

appear as three steps in classroom teaching: 1) presentation 2) practices 3) production. Applied to the third period, one of the effective practice is role-play, which emphasizes much on the comprehensively performance of the target language. While many researchers proved this means to be useful, many second language teachers still address to researchers: how to take most advantage of role-play and how to make a balance between it and the normal presentation of class room teaching? The research followed is an attempt to answer such questions by analyzing several related researches and some empirical evidence

Teaching today has changed a lot over the past years. Once it was all about learners being passive and listening in the classroom, but today learners are usually much more active in the classroom, and what better way to be active than by playing games

The national curriculum in foreign languages in Iceland talks about the importance of keeping teaching methods diverse in order to light and sustain interest amongst students. Teachers can help sustain diversity in a variety of ways, for example by using activities that require students to be creative in thinking and by emphasizing individual learning and cooperative learning equally. A more specific way that teachers can use in order to keep diversity within the classroom is to not be afraid of using games as a teaching method along with other methods. According to the national curriculum games can be a good teaching method and games, such as role playing games, imitation games, theatrical expression and problem solving activities are especially fitting for all stages of language learning.

From the discussion of communicative teaching methodology, we can find that the function of language is not elicited from the forms of language, but its obligatory contexts .the contexts may be various; however, the forms of contexts still have some regular patterns to follow. D. Wilkins (1976) thus raised the notional syllabuses, which arranged teaching program mostly on the basis of contexts instead of being limited by the forms of sentences .to apply to the teaching contents to the desire of language application, communication becomes a widely used technique.

The team that is first to complete everything wins. Finishing everything does not include reading out the story to the rest of the class. That is just a fun activity to sum up this activity with.

Station 1: □ Letter one (read-, green-, blue-, yellow-, and purple team):

Dear students!

The first thing you need to do is find a book that's the same color as your team which has been hidden somewhere inside this classroom. Once you find it you will receive directions on what to do next.

Here on the first station the only difference is the fact that the teams need to find different colored books. Having the teams performing activities that are practically the same, except for details like the color of the book, allows us to keep the game inside a smaller area than otherwise.

Based on all of the information above it seems clear that games can and should be used as a teaching method when teaching languages. One reason why games could work well as a teaching method is because of the change that has occurred in teaching, where students have been becoming much more active in the whole learning process. Besides giving students a chance to be more active, games usually place the teacher in a background role, and therefore allow the students to take on more responsibility. It has also been made clear that games help create diversity and that can be very helpful in sustaining interest amongst students in the school

Besides creating necessary diversity in the classroom and being a good method for teaching, we must not forget that games are fun and that helps get students active in their learning. I think we can all agree on the fact that no matter what teaching method is being used learning does not take place without the student participating in the learning process. Aside from activating learners and creating diversity, games also create a comfortable and friendly atmosphere inside the classroom where students, especially shy students, might feel more comfortable in expressing themselves in the target language. Also games help students to get to know each other better, because many of them require more student interaction than other teaching methods might. Games can also be used to help recreate various situations from real life and therefore make the learning more real and give the students a sense of what they are doing is relevant. Another benefit to using games in the classroom is that children do mature through games and through playing games they learn many of society's rules and regulations. In addition when using physical games, children would get a change to get a necessary work out that is often lacking today, due to rapid change in our society.

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