

Abstract
Final Qualifying Paper
(Bachelor's Degree)

Title: Role-play game in the training of speaking to younger schoolpupils

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Topical importance: The relevance of the research topic due to the fact that the use of role-playing games in the educational process promotes the development of communication skills of primary school children. With games children are at an early stage of their training is easier and quicker to adapt them remember the studied material.

Goals: considering the value of role-playing games in the study of foreign language communication in the foreign language lessons in elementary school.

Tasks: to define the role-playing method; to give the description of possibility of using role-play game when teaching speaking in foreign language lessons; to develop a series of English lessons with RPG elements.

Theoretical Value and Practical Applicability: the research gives a specific and detailed analysis of the role of role-play game in the development of foreign communicative competence of secondary school pupils. The results of the study can be used by school teachers in foreign language teaching.

Results: a thorough analysis of the factual material based on the latest research results in the field of theory and methodology of teaching foreign languages justifies the necessity of training with the involvement of role-play game in teaching foreign languages.

Implementation Advice: the study can be useful for school teachers of foreign languages to work out new lead-up to methods and means of teaching.