Abstract
Final Level Proficiency Paper
(Specialist’s Degree)

Title: Games and game activities at an English lesson
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Topical importance is determined by insufficient research in the field of foreign language teaching, and practical applicability in foreign language classroom.

Goals: to examine the theoretical foundations in teaching English as a foreign language through games, of the use of games as specially designed activities for the development of linguistic and pragmatic aspects of communicative competence.

Tasks: to study and describe the role of games for the development of linguistic and communicative competences through games, taking into account views of different scholars on the problem; to analyze and to describe various types of games.

Theoretical Value and Practical Applicability: The research gives a specific and detailed analysis of the role of games in teaching English as a foreign language, Games make English classes serious fun, and ensure that everyone gets better grades. Games help stimulate the brighter kids while nurturing the slower ones, and associate fun to learning by teaching vocabulary and grammar and communicative competence through language games.

Results. We described the methodology of using different types of games that makes the process of learning English easier, more interesting and more effective. The undertaken research demonstrates that the use of games in language teaching can be beneficial to students. Depending on the age group of the learners, teachers can use or design games to meet the needs and demands of their students.
Implementation Advice. The study can be useful for school teachers of foreign languages and students at the start of their teaching career. It can be used by teachers of schools, lyceums and colleges to bring magic and natural learning to an ESL classroom. In senior forms the methodology of teaching English as a foreign language through different game activities is extended by using storytelling, role play and dramatization techniques.