

Teaching English Language Pedagogical Games

**Mohammadreza Esmaeili Chinijani
Akram Mansoori Armaki
Ali Roughani**

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Mohammadreza Esmaeili Chinijani

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/Mohammadreza Esmaeili Chinijani,

Akram Mansoori Armaki, Ali Roushani

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Ali Roushani

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Introduction

Learning any language is a difficult task and using a variety of learning methods can help improve vocabulary, grammar and sentence construction. ESL games can be the open doorway to a greater understanding of the English language. English as a second language in the classroom is an essential part of learning. Most people, while having fun, do not consider it learning even they are learning something.

The followings are some legitimate reasons to use ESL games:

- Fun makes students enjoy a subject. When a student is relaxed, they are more likely to learn and maintain more information.
- Students are forced to communicate through playing ESL games in a classroom.
- A sense of accomplishment is offered to a student through games. Other students will work harder to win and in the end will be learning English as they practice communicating through the game.
- Straight lecturing can help teachers to run through more material in the same amount of time.
- Teacher can play games to maintain and control the overall atmosphere in the classroom.

Teachers can create contexts in which the language is useful and meaningful by playing games. Games encourage the learners to take part, they must understand what others are saying to have written to do so, and they must speak or write in order to express their own point of view or give information. Thus, the meaning of the language they listen to, read, speak and write will be more vividly experienced and so better remembered.

Lan Moore is a BA in English graduated of Penn State University believed that games could be effective method of teaching English because they can incorporate reading, writing and speaking. They help students to have a chance to get out of their seats and learn in a hands-on environment.

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