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MOVING GAMES AS A MEANS OF TEACHING PRIMARY SCHOOL PUPILS ENGLISH

Nowadays reforming the educational system requires new generation of English teachers for new Ukrainian primary school. In the teaching of English there are various ways to optimize learning activities. One of the most effective means in teaching primary school pupils English is moving games [4].

This issue was examined by many teachers, psychologists and scientists: D. Elkonin, A. Spivakovska, H. Lublinska, A. Bohush, I. Zymnia, A. Panova, L. Vyhotsky, T. Oliynyk). In the opinion of these authors, the game is a unique activity that is not only exerts a great influence on the child's mental development, but also transforms learning into a joyful process and promotes the learning certain linguistic material, the forming the skills of foreign-language pupils' speaking [2].

The problem of using moving games in the process of developing junior pupils' speaking skills is important, because at present it is not enough for pupils to have the amount of theoretical knowledge, they need practical skills in English communication in various life situations, critical and creative thinking.

The moving game activates the children's desire to contact each other and the teacher, creates conditions for equality in the language partnership, destroys the traditional barrier between the teacher and the child. The game allows being timid, unsure of yourself, to talk to children and thereby overcome the barrier of uncertainty. During games pupils master the process of English-speaking

communication, including the ability to start a conversation, to support it, to agree with the opinion or to refute it.

Almost all time during the moving game its participants (both speakers and listeners) should be active because they should understand and remember the partner's replica, the actions, correlate it with the situation and response to it [3].

The games are classified according to several principles, for example according to a kind of activity games are divided into: moving, intellectual (mental), labor, social, psychological [1].

Moving games is a difficult moving, emotionally colored activity. It is determined by precisely established rules that help to reveal its final or quantitative result. It is one of the most important means of comprehensive education of junior schoolchildren. A characteristic feature of moving games is the complexity of the influence on the body and on all aspects of a child's personality. During a game physical, mental, moral, aesthetic and labor education is simultaneously carried out.

Gaming activity at the English lesson is very important. The first-formers love moving games, puzzles, crossword puzzles and competitions. Therefore, a teacher's task is to create an atmosphere of friendship, trust [4].

References

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