

## **Abstract**

Graduation Level of Proficiency Paper

Bachelors's degree

**Title:** Teaching foreign lexical competence using games technologies (English, initial stage)

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**Topical Importance:** due primarily to the fact that the use of gaming technology in the classroom - is one of the most effective means of developing interest in learning English. Using the game as a learning method greatly simplifies the educational process and makes it more accessible to students. In order to increase the incentive to learn foreign languages, classes, should be conducted in an attractive form for students, which is facilitated by gaming technology.

**Goal:** to show the need and effectiveness of the use of gaming technology in teaching a foreign language.

**Tasks:** to identify the possibilities of gaming technology in the process of learning a foreign language; show the need to use gaming technology in training; create a collection of games for learning English.

**Theoretical value:** lies in the fact that the work describes the practical importance of gaming technology in teaching English, expanding the possibilities to diversify and improve the process of teaching English.

**Practical applicability:** lies in the possibility of using the developed types of games in the educational process, presented in full in the collection of games for teaching English.

**Results** in the course of the research large-scale material was collected on the topic of this research. A thorough analysis of various resources was also carried out in order to show the importance and necessity of using gaming technologies in the process of teaching English.

**Implementation advice:** the result of the study was a collection of games, which presented five categories of games and their types for each category, which can be used for educational purposes. This collection will help teachers to diversify the educational process and make it more productive and interesting.