

ABSTRACT

Subject matter: Game methods in teaching foreign lexical competence

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The relevance of the study: Nowadays relations with foreign countries are expanding more and more, and interest in learning foreign languages is growing steadily. Therefore, in order to increase the motivation to learn a foreign language, it is appropriate for a teacher to select the methodology of his teaching competently. A teacher in primary school should be especially attentive, as the speech is just beginning to be studied, and the individual characteristics of the child require close attention.

In our opinion, one of the most effective means of developing interest in learning a foreign language, along with other methods and techniques that are used in lessons in primary classes, is the game, since it is the leading form of activity for junior schoolchildren.

The aim of the research: the analysis of game methods in teaching foreign lexical competence.

Objectives:

1. Give a psychological and pedagogical description of the role of the game in learning a foreign language at the initial stage.

2. Highlight the functionality and typology of games for learning a foreign language.

3. Define the goals and objectives of teaching foreign-language lexical competence in school education.

4. Conduct a methodical analysis of the program on the French language (Section "Lexical side of speech") for the III year.

5. Select the didactic games for teaching lexical competences.

6. Develop the teachers' book "Jouons avec les mots français" for the instruction of junior pupils in the lexic of the French language on a game basis.

The theoretical and the practical value of the research consists in the systematization of theoretical and methodological materials on the use of gaming methods in teaching foreign lexical competence, and practical significance is associated with the formation of a series of didactic games that can be used for the formation of lexical competences.

The results obtained include the developed methodical book consisting of six blocks of games aimed at forming foreign language competence of pupils, and also can be used in the further work of teachers and methodologists, and also during passage educational and an industrial practice at school.

Recommendations: the developed teachers' book can be used in the work of teachers and methodologists, and also for students during pedagogical practice at school.