

SUMMARY

Subject matter: Training of the lexical competence at the initial stage of school by means of game technologies

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The relevance of the study: The urgency of a theme of research is connected with practical realization of application of game technologies in the course of training to a foreign language at school

The aim of the research is to analyse different possibilities of realization of receptions for formation of lexical competence of younger schoolboys by means of game technologies

Objectives:

1. To analyse lingua-psychological characteristics of younger schoolboys
2. To study different ways of lexical game using at school
3. To develop some principles of the organization of using different game technologies in training of younger schoolboys of the lexical competence
4. To develop some stages of the organization of using different game technologies in training of younger schoolboys of the lexical competence
5. To consider practical realization of game technologies in training of younger schoolboys of the lexical competence

The theoretical and the practical value of the research: The theoretical importance of research is in the analysis of different ways of using game exercises, and working out some principles of using game technologies at school

The practical importance of research is that results of research can be used in practice for training to German language at school

The results obtained: the developed game receptions of training of the lexical competence at the initial stage of school can be used in practice for training to German language

Recommendations: possibility of realization of the developed game receptions in the course of training of the lexical competence at the initial stage of school