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BOOST STUDENTS' MOTIVATION BY USING GAMIFICATION DURING ENGLISH LESSONS

In recent years, the use of gamification in education has become increasingly popular as a method to enhance student engagement and motivation. Gamification refers to the application of game design elements and mechanics to non-game contexts, such as education (Werbach, 2012, 28). The incorporation of gamification into English language learning has the potential to increase student motivation and improve learning outcomes (Арістова & Махович, 2022, 201).

English language learning can be a challenging and daunting task for students, particularly those who struggle with the language or lack interest in the subject (Kapp, 2012, c. 17). Gamification offers a fun and interactive approach to learning that can help to engage students and motivate them to participate actively in the learning process (Malykhin & Aristova, 2019, 171). It can be used to help students practice and strengthen their English skills. Here are a few ideas for using gamification in an English lesson:

Quizzes and Quizlet – Quizzes and Quizlet are perfect for using gamification in English lessons. Set up a quiz or game to review and practice English vocabulary, grammar, and syntax (Makhovych, 2022, 46).

Hangman – Hangman is a great way to review vocabulary and spelling. Have students take turns picking and guessing words that they have recently learned.

Jeopardy – Jeopardy is an exciting game that incorporates English skills with trivia. Create categories related to the English language, such as grammar, spelling, and vocabulary, and assign points to each question.

Word searches – Word searches are great for reinforcing vocabulary and can be used with any English topic. Have students find the words related to the topic, and they can be used to introduce a new unit or review a past one.

Charades – Charades are a great game for practising grammar and speaking skills. Have students take turns acting out different sentences and have their peers guess what they are trying to say.

Board games – Board and card games can be adapted to practice any English skill. Create custom cards or boards with English words or questions and play with friends or in groups.

In conclusion, gamification has the potential to be an effective tool for boosting students' motivation and improving learning outcomes in English language learning. It is apparent that there are many different ways to use gamification in English lessons. With some creativity and preparation, you can create a fun and engaging lesson for your students that will help them practice their English skills. While gamification is not a one-size-fits-all solution, it can be adapted and modified to suit the specific needs and learning styles of different groups of students. Therefore, we encourage educators to explore the use of gamification as a tool to enhance student motivation and learning outcomes in English language learning.

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