GAMES AS IMPORTANT TOOL FOR TEACHING

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Games are a regular part of every child. They enjoy playing from sunrise to sunset. Even in a classroom situation games are a part of teaching and learning process. Pupils are very eager to learn, and willing to participate actively in a discussion when games are instilling in the lesson. So, more teachers used games in motivating their pupils, as a result, pupils do not become bored, they enjoy the lessons and the activities during classroom discussion. They find teaching and learning more interesting, and pupils become willing to learn, and to study. One reason why we need to promote educational games is to encourage students to learn outside of the classroom. Young adults will go out of their way to play games, particularly in the internet café wherein they enjoy much of the game and learn something from it. There is also an evidence that games allow the pupils to find out the rewriting a lesson with a strong context combined with a challenge for the students to overcome low self-esteem and low self-confidence significantly improves the learning performance of the children. Games also help the teacher to create contexts and environment in which the language is useful and meaningful. Well-chosen games in educational activities are likely invaluable as they give students to practice language skills. Games are highly motivating factors since they are amusing and at the same time challenging. Furthermore, teachers employ meaningful, and useful language in real contexts for the learners to become more active in participating in a class discussion.

Games also encourage pupils to increase cooperation and value the work. They can be used to give practice in all language, skills, and attitudes toward a certain goal and objective in life, and be used to practice many types of communication for better
understanding of the society, and of the world today. It gives and brings in a relaxed and fun for the pupils to enjoy teaching which help them learn and retain new words more easily. Games usually involve friendly competition, and that they keep learners interested. The role of games in teaching and learning situation cannot be desired. Learning vocabulary through games is one of the effective and interesting way that can be applied in any classroom scenario. Games are fun and let the children experiment, discover, and interact with their environment and with the world.

References: