

PEDAGOGY

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Usage of game in educational process while foreign language teaching

It is considered the game while studying foreign language in non-linguistic universities as a strong motivating factor. The game features and its opportunities for enhancing learning process are identified and described: fixing language processes in memory, maintaining interest in learning, activating, controlling skills and abilities, creating educational and pedagogical visibility in studying specific language material and conditions for active mental students activity. The authors consider in detail the features of the walking game using in foreign language lessons while studying grammatical constructions.

Key words: games, studying construction, foreign language, communication, distance education, online resources.

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