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INNOVATIVE METHODS OF TEACHING WRITING IN ENGLISH USING GAME ELEMENTS

Abstract. *This scientific article examines the effectiveness of innovative methods of teaching writing in English using game elements. The article explores how games on word writing, story building, grammar exercises, modern programs and other game activities increase students' writing skills and motivation to learn English.*

The results show that the introduction of game elements in teaching writing in English not only makes the learning process more interesting, but also leads to a deeper understanding and memorization of the material. Overall, this study shows the potential for using game elements in teaching English writing as a way to improve student performance and attendance.

In addition, the effectiveness of innovative methods of teaching writing in English using game elements is studied.

Keywords: *writing in English, innovative methods, game elements, education, language learning, motivation, skills development.*

Introduction. Currently, the issue of modernization of Kazakhstan's education is relevant. From such concepts of assessing the results of education as "readiness", "competence", there is a reorientation of students. At the same time, one of the goals of teaching a foreign language is the development of students' communicative competence in a foreign language, the ability and readiness to carry out interpersonal and intercultural communication with native speakers. Communicative competence implies the ability to use all types of speech activity, i.e. Reading, Listening, Speaking (monologue, dialogue), writing [1,252p].

As in many other countries, Kazakhstan is interested in innovative methods of teaching writing in English. Educational institutions in the country are

actively introducing new approaches and technologies to improve learning efficiency and motivate students.

Methods and materials. Theoretical and empirical approaches were used to study innovative methods of teaching writing in English using game elements. At the first stage, an analysis of scientific literature on gamification, pedagogical technologies and the development of written speech was conducted. The main focus was on the study of international and domestic practices, as well as educational platforms such as Storybird, Padlet and Kahoot. In addition, a survey was conducted among 60 students (A2-B1 level) and 20 English teachers to assess the perception of game methods and their impact on motivation and engagement.

At the second stage, a pedagogical experiment was carried out, in which the control group was taught using traditional methods, and the experimental group was taught using game elements. Written assignments, as well as midterm and final testing, were used to assess the effectiveness. The data were analyzed using statistical and qualitative methods, including a comparative analysis of academic performance, observation of student engagement and assessment of the quality of written work. The results of the experiment confirmed that game methods contribute to improving grammatical accuracy, expanding vocabulary and increasing interest in the learning process.

Results and discussion. In general, innovative methods of teaching writing in English in Kazakhstan are designed to make the learning process more effective, interesting and accessible to students, which should ultimately lead to an improvement in their language skills and learning outcomes.

In today's modern world, teaching foreign languages is becoming more and more interactive and interesting due to the use of innovative methods that include game elements. This is especially true in teaching English to write, because here games can be an effective tool for developing writing, literacy and creative thinking skills [2,69p.].

When planning classes, the teacher needs not only to ensure that students remember new words, this or that structure, but also to try to create all the opportunities for the development of the personality of each child. In order to maintain students' interest in their subject, it is important to try to understand what methods of work captivate children.

We, foreign language teachers, are constantly looking for ways to improve the quality and effectiveness of teaching a foreign language. Our main task is to ensure

that interest in learning a foreign language does not disappear.

In turn, game technologies are an effective teaching tool that activates the mental activity of students, makes the learning process attractive and interesting, and distracts and distracts students. This is a powerful incentive to increase the motivation for mastering a foreign language [5].

One of the main advantages of using game elements in teaching English to write is to increase the motivation of students. The games create an atmosphere of fun and competition that encourages students to actively work to improve their writing skills. In addition, Games contribute to the formation of stable skills and memorization of new information, since the educational material is presented in a more accessible and interesting way.

As L. S. Vygotsky said [3]: "the game is driving development." The developmental significance of the game lies in its nature, because the game is always emotions, and where there is emotion, there is activity, there is attention and imagination, and there is thinking. For some reason, the game is very attractive for participants of any age. Schoolchildren devote a lot of effort, time, creative ingenuity to participating in the game, so the game, being a tool of pedagogy, can use all these opportunities for educational purposes. That is, if we put the content of education in a game Shell, we can solve one of the main problems of pedagogy – the problem of stimulating educational activity. Hence the conclusion: the game teaches. That is why talking about the game as a teaching method is considered very effective.

According to the results of the study, the game as a teaching method is based on the concept of situational learning (L.S. Vygotsky) and the theory of constructivism (D. Dewey). Students learn the material

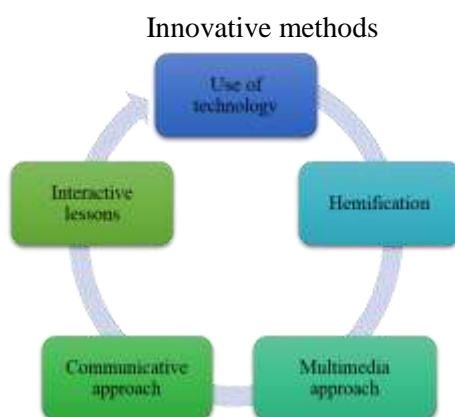
better if the learning takes place in a natural and exciting environment. Elements of the game contribute to:

- Reducing anxiety.
- Increasing motivation.
- Improving long-term memory.

One example of innovative ways to teach writing in English using game elements is the game "word bridge". In this game, students must create a sequence of words in which each new word begins with the last letter of the previous one. In addition to training writing skills, this game develops vocabulary and develops logical thinking [4].

Another example could be an association game in which students are asked to write a short text or story using the given words or phrases. This game helps to develop creative thinking, associative

Picture 1.



As for the individual emphasis on each approach shown in Picture 1, first of all, technologies such as the use of technology, mobile applications, online learning platforms and video lessons allow students to learn the language in an interactive and convenient way. This also includes the use of online games, chatbots and virtual reality[10].

Secondly, the use of game elements in teaching according to the identification method helps to increase the student's motivation and makes the learning process more interesting. Games, crosswords,

thinking and improve spelling and punctuation skills.

The use of game elements in teaching writing in English makes the learning process interesting, effective and effective. Taking into account current trends in education, it is important to continue to study and develop new game methods that will help children develop their writing skills in English with pleasure and efficiency [7].

Innovative methods of teaching a foreign language play a crucial role in modern education, ensuring the most effective and attractive teaching of the language.

At the same time, we can highlight some innovative methods of teaching English.

quizzes, and other game activities help develop language skills.

Multimedia approach the use of audio and video materials in the learning process helps children better understand and memorize language material. This can be watching movies, listening to audiobooks and songs in the target language. Platforms like Padlet, Storybird, and Kahoot provide interactive tools for teaching writing. For example, in Storybird, students create illustrated stories by working on the structure of the text and its content [6,7,11].

In the communicative approach, attention to the development of oral and

written communication in specific situations contributes to the rapid acquisition of the language. Various activities, such as role-playing games, discussions, and projects, help students put their language skills into practice.

And the use of interactive whiteboards, network collaboration tools and other tools in interactive lessons will stimulate students' participation and create an intensive learning environment. Crosswords, anagrams, and other word games develop spelling and basic writing skills. For example, in the game "Hangman", students learn to spell words correctly, which is useful for the beginner level [15].

These innovative methods of teaching English Help to make the learning process more effective, interesting and accessible for students of different ages and skill levels. Combining different methods and techniques allows you to create a rich and productive learning environment that contributes to the successful acquisition of a foreign language.

To confirm the relevance of using game methods in teaching writing in English, a survey was conducted among English teachers and students of educational institutions. The purpose of the survey was to identify attitudes toward game methods and their impact on motivation and learning effectiveness.

The survey consisted of two questionnaires[12]:

1) For teachers — included questions about the frequency of using game methods, their effectiveness and difficulties of implementation.

2) For students — contained questions about their perception of game methods, level of involvement and subjective assessment of improvement in writing skills.

A total of 20 English teachers from schools took part in the survey.

60 students studying English (A1-B2 level).

Survey Results

1. Teachers' Evaluation

80% of teachers noted that the use of game methods increases students' motivation, 65% indicated that game elements help improve writing skills, especially at the initial stages of learning. However, 40% of teachers noted that the introduction of game methods requires significant time and material costs. Only 25% use game elements regularly, the rest use them occasionally or do not use them at all.

2. Students' Opinions

75% of students stated that the game form of assignments makes the learning process more interesting, 68% noted that they better remember vocabulary and grammar constructions through game exercises, 50% reported that thanks to game methods, they became more confident in their writing skills and 20% of students prefer traditional teaching methods, explaining this by their serious approach to learning.

If we consider general observations, teachers and students are unanimous in the fact that game methods create a favorable atmosphere for learning.

The greatest effect was seen when using digital tools such as Kahoot or Storybird.

The survey results confirm that game methods contribute to:

- Increasing student motivation.
- Strengthening writing skills.
- Creating a comfortable learning environment.

At the same time, the results show that for the widespread introduction of game elements, a number of practical issues need to be addressed, including providing teachers with the necessary resources and training them to use these methods effectively.

Conclusion. In conclusion, the use of innovative methods of teaching writing in English using game elements demonstrates high efficiency in the modern educational process. Game approaches can significantly increase students' motivation, reduce anxiety and create a favorable environment for the development of written speech. The inclusion of interactive exercises, digital platforms and creative tasks contributes to a deeper assimilation of the material, improvement of spelling and grammar skills, as well as the development of creative potential.

Analysis of practical results shows that game elements are especially useful for students with different levels of preparation. They help to overcome the language barrier, develop confidence and increase interest in learning. Moreover, gamification encourages students to actively use English not only in the educational environment,

but also in everyday life. However, the implementation of game methods requires careful preparation and resources, such as access to digital tools, teacher training and adaptation of methods to a specific audience.

In addition, it is important to maintain a balance between the game and the academic component to ensure the comprehensive development of writing skills. Thus, the use of innovative methods with game elements is a promising direction in teaching English. It opens up new opportunities for adapting the educational process to the needs of modern society and creating conditions for successful language acquisition. The future of such approaches lies in the integration of new technologies, the development of adaptive methods and taking into account the individual characteristics of students.

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ОЙЫН ЭЛЕМЕНТТЕРІ АРҚЫЛЫ АҒЫЛШЫН ТІЛІНДЕ ЖАЗУДЫ ОҚЫТУДЫҢ ИННОВАЦИЯЛЫҚ ӘДІСТЕРІ

Аңдатпа. Бұл ғылыми мақалада ойын элементтерін қолдану арқылы ағылшын тілінде жазуға үйретудің инновациялық әдістерінің тиімділігі қарастырылған. Мақалада емле ойындары, әңгімелеу, грамматикалық жаттығулар, заманауи бағдарламалар және басқа да ойынға негізделген әрекеттер оқушылардың жазу дағдылары мен ағылшын тілін үйренуге деген ынтасын қалай жақсартатынын қарастырады.

Нәтижелер ағылшын тілінде жазуға үйретуге ойын элементтерін енгізу оқу процесін қызықты етіп қана қоймай, материалды тереңірек түсінуге және есте сақтауға әкелетінін көрсетеді. Тұтастай алғанда, бұл зерттеу оқушылардың үлгерімі мен сабаққа қатысуын жақсарту тәсілі ретінде ағылшын тілінде жазуды үйретуде ойын элементтерін пайдалану мүмкіндігін көрсетеді.

Сонымен қатар, ойын элементтерін пайдалана отырып, ағылшын тілінде жазуға үйретудің инновациялық әдістерінің тиімділігі зерттелуде.

Тірек сөздер: ағылшын тілінде жазу, инновациялық әдістер, ойын элементтері, білім беру, тіл үйрену, мотивация, дағдыны дамыту.

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ИННОВАЦИОННЫЕ МЕТОДЫ ОБУЧЕНИЯ ПИСЬМУ НА АНГЛИЙСКОМ ЯЗЫКЕ С ИСПОЛЬЗОВАНИЕМ ИГРОВЫХ ЭЛЕМЕНТОВ

Аннотация. В данной научной статье рассматривается эффективность инновационных методов обучения письму на английском языке с использованием игровых элементов. В статье рассматривается, как игры на написание слов, построение историй, грамматические упражнения, современные программы и другие игровые занятия повышают навыки письма студентов и мотивацию к изучению английского языка.

Результаты показывают, что внедрение игровых элементов в обучение письму на английском языке не только делает процесс обучения более интересным, но и приводит к

более глубокому пониманию и запоминанию материала. В целом данное исследование показывает потенциал использования игровых элементов в обучении письму на английском языке как способу повышения успеваемости и посещаемости студентов. Кроме того, изучается эффективность инновационных методов обучения письму на английском языке с использованием игровых элементов.

Ключевые слова: письмо на английском языке, инновационные методы, игровые элементы, образование, изучение языка, мотивация, развитие навыков.

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