PRESENTATION OF LANGUAGE GAMES THAT ENGAGE LEARNERS IN THE TEFL CLASSROOM

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Abstract

This paper looks at twelve games that can be applied in the English language classroom. The new requirement in the language classroom is entertaining education to foreign language learners. By entertaining education, I mean that the students feel involved and motivated as they acquire a new part of language. Before the presentation of the grammar games, it is pointed out that teaching grammar is necessary and it ought to be carried out in an implicit way. Engaging the students is vital in the teaching process and – as it is emphasized in the paper – students learn faster if they are actively involved during lessons. If active participation of the students is achieved, teaching turns into a learning festival.

Key words: Second language acquisition; Grammar teaching; Visualization.

References


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1 Living language education history. (translation mine).
2 The theoretical foundations and practice of teaching foreign languages. (translation mine).


³ *Language pedagogy in focus* (translation mine).