



ADVANTAGES OF INCORPORATING GAMES AND VISUAL AIDS INTO VOCABULARY INSTRUCTION

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***Abstract.** Well-chosen games are invaluable as they give pupils a break and at the same time challenging. Furthermore, they employ meaningful and useful language in real contexts. They also encourage and increase cooperation. Games encourage, entertain, teach and promote fluency.*

***Key words:** vocabulary teaching, alternative solution, teaching language.*

Learning is one of the primary activities of pupils in the classroom. Successful learning is only on the right way to lead the process. Good learning atmosphere and method can guide the pupils to learn more and meaningful. Using materials in vocabulary teaching such as; realia films, videos, TV programmes: facial expressions and body language, crossword puzzles, board games, card games, scrabble computer-based technology, mime, demonstration, acting-out; using materials in vocabulary teaching such as; sounds from everyday life and nature poems, nursery rhymes: It's a cat. Sitting on a mat. Wearing a hat. And watching a rat; sound tracks computer-based materials songs. To accomplish such condition, teachers must create varitype and attractive methods for class [1].

What should a teacher do if their pupils get bored? Using games can be alternative solution to handle this problem. Games as a matter of fact, can help and encourage many pupils to sustain their interest and work. By this paper, the writer wants to share experiences about "How to teach English vocabulary using games?" there is a common perception that all learning should be serious in nature and that if one is having fun and there is hilarity and laughter, then it is not really learning. This is a misconception. It is possible to learn a language as well as enjoy oneself at the same time. One of the best ways of doing this is through games. Games can help teachers to create contexts in which the language is useful and meaningful. In the whole process of teaching and learning by games, the pupils can take part widely and open-mindedly. To win the games each pupil or group should competitively answer the questions addressed by the other pupils or groups. In order to do so they must understand what the teacher or others are saying or have written, and they must speak or write in order to express their own point of view or give information. The English instruction in elementary school is intended to endorse the mastery and development of the four basic skills and abilities. Those are reading, speaking, writing and listening as reflected in abilities and skill concerning language use so that the pupils are able to express simple expression with emphasis our vocabulary mastery in order to avoid to vocabulary infraction and attain better out comes, the teacher should choose an appropriate teaching method, which is suitable with subject matter in teaching learning process. The need to use various instructional media will be able to help pupils to increase their English vocabulary [2].

Teaching vocabulary is clearly more than just presenting new words. It also includes decision that words should teach the basic of how frequent they are used by speaker of the language. The words are most commonly used are those a teacher should teach first. But commonly and usually the way of teaching makes the pupils lazy and bored. The teacher needs something different to make pupils interested, mostly children, because they are very easy to get bored.

Therefore, teacher needs something interesting which can make motivate them. It is based on the characteristics and attitude of the children that they are curious and often seeks something that the teacher notices them and shows appreciation for. What they are doing. So, to motivate them teacher needs something new that can stimulate their curiosity. With the current analysis on communication in teaching language, using games appears to hold a solution for many teachers. The communication activities somehow involve in a varied use of language. It had been found in many schools, teacher use games activities as their teaching aid. Pupils really appreciate any kind of activities which provide excitement and fun. It will be easy to understand and practice of English. The writer chooses games as the simple illustrated media facilitate pupils' method of learning, as we know children learn while playing games. It is easy to be understood and comprehended by pupil. However, learning English vocabulary using games has an importance role for elementary teachers and pupils. The first, as pupils, they have strong and good motivation to deepen English language. The second, they are easy to accept the English language because they learn by playing games that nowadays has been grown and developed in Indonesia. The third,

teaching English vocabulary using games can help teacher in teaching learning process [3].

Finally, they can teach and learn. Well-chosen games are invaluable as they give pupils a break and at the same time challenging. Furthermore, they employ meaningful and useful language in real contexts. They also encourage and increase cooperation. Games encourage, entertain, teach and promote fluency. If not for any of these reasons, they should be used just because they help pupils see beauty in a foreign language and not just problems of that at times seem overwhelming. Games are often used as short warm-up activities or when there is some time left at the end of the lesson. Yet, a game should not be regarded as a marginal activity filling in odd moments when the teacher and class have nothing better to do. Games ought to be at the heart of the teaching foreign languages. Games are used at all stages of the lesson, provided that they are suitable and carefully chosen. Games also lend themselves well to revision exercises helping learners recall material in a pleasant, entertaining way. We live in the 21st century-the century of information and high technologies. It's difficult to attract young learners' attention. You should make your lessons much more interesting and easily remembered. For this, as practices show, using pictures can help you. It enlarging vocabulary of your pupils and students in a short period of time without long-windedness during lessons.

References:

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