

Use of Games and Songs for Learning

Using games and songs is one of the best ways to make children enjoy the learning. When these are integrated into a lesson successfully, children will be self-motivated to learn English and internalize it by themselves.

We can ensure that games, singing, and learning are integrated into a lesson when children have fun and get better at English at the same time. If children are fully involved, use English all the time, feel challenged, learn new words or patterns, and meet the new target during the activities, we will be sure that they learn through games and songs. For example, if I teach the English alphabet for the first time, I will use "ABC song" to start. For the beginner, it is easy and fun to remember the order of alphabet. Children will sing this song even at the outside of the class. After children are familiar to the alphabet, I will play a phonics game for the next step to introduce new vocabulary with flash cards. At first, I will find some words start with A,B, and C. And then let children find the words start with from D to Z. Children will dig in to find the word by order. It will be challenged, but keep their interests and learn new language. Children not only learn alphabet and new words, but also have fun through games and songs.

When we play a game in the class, our role is making all children feel they are involved. Cheating creatively is one of our roles. It is one way that children have a good chance of playing well in competitive activity. I agree to use cheating creatively in the class. If a game is too easy or difficult, children may lose their interest and it is hard to maximize the learning. Cheating creatively gives a chance to win to a weaker team, and a challenge to resolve to a strong team. It will make all teams have an equal chance to doing well.

When we introduce a new game, we should attract children and incite their curiosity. We can demonstrate and play with them step by step rather than just give instruction. The game I introduce is called "Cycling Chase". It helps to children review what they learned. In addition, they

learn new knowledge from other children's answers. First, I divide a class two teams. Shows animal flash cards and asks what it is to the children. Every time children answer the name of the card, I put the card on the desk and make race track with even number of cards. Some of the children think it is a racing game. I put two counters on the opposite site of the track. More of the children are sure that it is racing game and wonder how to play it. I pick two children from the each team and ask them to do "rock, paper, scissors". If a child wins, I move his/her counter forward. I pick up the card and show to a child and let him/her read the word and make target sentence. For example, it is a dog and it cries bow-wow. And then I explain more rules. If a child wins with 'Rock', he/she moves a counter three spaces, with 'scissors' two spaces, and with 'paper' one space. After explanation, I ask some ICQs and then start the game. When one child catches the other child, he/she either win the game. Children try to think about what they learned about animals and sentences. Also, they will play hard to catch the other team's counter. Because this game is a racing game, it will be competitive and I will use cheating creatively properly.

In child-centered lesson, games and songs are very useful way to focus on learning. If it is integrated in the lesson and we do what we have to do, it will be helpful to teach English to children. In addition, it will be a good way to motivate children and increase retention rate.

Word counts: 669