

Integrating games into learning

Before teaching children, a teacher must recognize the characters of them first of all. The first, they have short attention. The second, they are sensitive moody. The third, they are physical activity. The forth, some of children have a hot temper and make troubles while they are doing a task. And there are other characters, too. All the things considered integrating games and songs into learning for children, it leads a full attention in learning from them and the class produces a good result.

When they learn English through games, they would enjoy outside the classroom. They will take what they learned in the classroom and it would be used in their daily lives. They are also more likely to take risks and make mistakes without fear of failure. And try to overcome their feeling of confusion.

We are faced with 3 questions of teaching through games and songs. Solve the questions wisely and lead the class successfully.

1. How do we ensure that games, singing and learning are integrated into a lesson?

For example, a teacher integrates the game " Leaving the room" into a lesson " Be-verb was /were ". While the children leave the room, the other children change the location of something in the room. The Children who left the room come back in the room and try to guess what has been changed and they say " What was / were there before? " and " What is / are there now? "

2. What is cheating creatively? And would I use it in my classroom?

Some of children get out of temper in competitive games. A teacher needs to cheat in a play way in order to ensure that all children have a fair chance of doing well in the games. A teacher prevents a stronger child or team from monopolizing the game. A teacher should keep a good balance between a strong team and a weak team. A teacher needs to lead passive children to attend the game actively. A teacher gives more difficult targets for a stronger team to make a good harmony of the degree of difficulty.

3. How should we introduce new games to children?

When a teacher introduced a game, he should first attract the children minds towards it and stimulate a genuine curiosity of children. For example, a teacher modifies the game "Leaving the room" a little. Put something that children like on the table and show them to children. (e.g. toys, colorful cards, dolls..) They already stimulate a curiosity of children and their interest in game. Next, the children turn away and the teacher changes something. When the children turned away turn back and find what has been changed. Each of child remembers their attractive

ones and realizes the change well.

To allow children to feel as involved as possible and learn anything effectively. It is not necessary for the children to know everything about game before they start playing. Children are already fascinated with some on the table when they see. we do not need ensure that the game is difficult, the children will be able to play it successfully after thinking a bit.

Integrating the games and songs into learning, make children remember the learning easier and draw them more deeply into learning. Most children love songs and games. Most children learn with genuine feeling take home with them. They keep them in their heads, play the game sing songs after class. Most children feel there is a barrier between the classroom and daily lives. If we want English to use a more central role in the children's daily lives, we need to find ways to break down this barrier. When children sing songs and play the games on the way home, it means we have succeeded.