

Games: Fun and frolic!

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ABSTRACT

In this era of globalization enhancing foreign language teaching is more relevant than ever and crucial for all. Obviously, motivation is a key to language learning. Even though educators are aware that self-motivation is essential to language acquisition, how may it be promoted in a classroom? I suggest enlivening the Foreign Language classroom by utilizing games which fulfill a worthwhile, practical purpose.

Based on my extensive experience as a foreign language instructor and administrator, I shall illustrate strategies for successful teaching and learning in the area of Second Language Acquisition. The teaching of a second language is an art, not a science. Learning a second language is a complex process. It is not just a series of linguistic patterns consisting of phonological, morphological, and syntactical structures; rather it also involves communication, social and cultural interaction. In addition to the four basic language skills of reading, writing, listening and speaking, it is most important to include the concept of culture in foreign language learning, including multicultural issues, the common humanity of peoples, and opportunities for travel. What an awesome challenge!

This one hour, interactive workshop in English is based upon games. Accordingly, I shall demonstrate an assortment of games to accommodate diverse school populations and learning styles. Remember, variety is the spice of life.

Experientially, the workshop participants will see how decks of card, Bingo sets, and computer games may enhance language acquisition. All are based upon the usage of numbers, vocabulary, grammar, conversation, and culture concepts. The workshop facilitator and the participants will learn from one another. Hopefully, each participant will be encouraged to return to his/her own classroom with at least one new teaching technique. The goal is for all to share ideas, work together, enjoy, and have fun in the process!