

Um Skemmuna

Hjálp

Skemman mín

Heim

Aðilar að Skemmuni



Leit eftir:

Háskóli Íslands	23.936
Háskólinn á Akureyri	4.098
Háskólinn á Bifröst	1.304
Háskólinn á Hólum	156
Háskólinn í Reykjavík	3.988
Landbúnaðarháskóli Íslands	557
Landsbókasafn Íslands - Háskólabókasafn	60
Listaháskóli Íslands	1.846

Deila: Lokaverkefni

Senda á Facebook

Senda sem tölvupóst

Lokaverkefni (Bakalár)

Háskóli Íslands > Menntavísindasvið > B.A./B.Ed./B.S. verkefni - Menntavísindasvið >

Vinsamlegast notið þetta auðkenni þegar þið vitnið til verksins eða tengið í það:
<http://hdl.handle.net/1946/6467>

Titill: The use of games in the language classroom

Námsstig: Bakalár

Höfundur: Sigríður Dögg Sigurðardóttir 1985-

Leiðbeinandi: Robert Berman 1949-

Efnisorð: Grunnskólakennarafræði
Enskukennsla
Leikir
Kennsluáferðir
Tungumálakennsla

Útdráttur: This essay focuses on the use of games inside the classroom and it argues that games can be a good teaching method when teaching foreign languages. It looks at why games should be used as a teaching method and how in order to maximize the positive result on language learning. Also this essay explains various game categories and it gives an example of at least one game from each category which can be especially good in language teaching. In addition this essay looks at the four language skill areas: reading, writing, listening and speaking and it gives reasons for why games can be beneficial in the training of each one. Last but not least I created 3 new games that can be utilized inside the language classroom.

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Skrár

Skráarnafn	Stærð	Aðgangur	Lýsing	Skráartegund	
Sigrídurdogg2010.pdf	1.49 MB	Opinn	Heildartexti	PDF	Skoða/Opna

Travel Games. They can be carried out both directly in the classroom and in the process of extracurricular activities. They serve mainly the purposes of deepening, understanding and consolidating educational material. Activation of students in travel games is expressed in oral stories, questions, answers, in their personal experiences and judgments. Game methods can be used in each lesson of a foreign language,

Öll gögn í Skemmuni eru vernduð af ákvæðum höfundalaga og með öllum réttindum áskildum, nema annað sé tekið fram.

as long as they correspond to the goals and objectives of the training. This work presents game exercises that actualize knowledge of the vocabulary on the topic and game situations with which the situations of communication were created in the lesson. The research of article is emphasizing the importance of game. Because they help create friendly atmosphere, provide students with practice in fluency, increases confidence. We have so many games for EFL classroom, but not all of them are useful. Games should not be played only for fun. Games should help involve students and teach how to use language. Here we explained some criteria for games and classified into groups.