



PLANIT
TEACHERS

Introduction to Using Games in English Language Learning

Student Name: _____

Class: _____

Due Date: _____

Introduction

Welcome to this homework assignment on using games in English language learning. The objective of this assignment is to explore the benefits of using games to stimulate reading and a love for English in ESL learners. By the end of this assignment, you will be able to identify and explain the benefits of using games in English language learning.

Reading Comprehension

Read the following text and answer the questions that follow:

Games have been shown to be an effective way to stimulate reading and a love for English in ESL learners. They provide an engaging and interactive way to practice language skills, such as reading, writing, listening, and speaking. Games can also help to build confidence and motivation, as learners see progress and achieve success.

1. What are the benefits of using games in English language learning?

2. How can games help build confidence and motivation in ESL learners?

Reflective Writing

Write a short reflection (about 100-150 words) on your experience with games and language learning. Consider the following questions:

- Have you ever used games to learn a language?
- What did you enjoy about the experience?
- What did you learn from it?

Game Design

Design a simple game that can be used to learn English. Consider the following:

- What skills do you want the game to focus on (e.g., reading, vocabulary, grammar)?
- What are the rules of the game?
- How will players interact with each other?

Game Name Skills Focus Rules Player Interaction

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Benefits of Games in English Language Learning

Identify and explain at least three benefits of using games in English language learning. Write a short paragraph for each benefit.

Benefit 1:

What is the benefit?

How does it help ESL learners?

Provide an example of a game that demonstrates this benefit.

Benefit 2:

What is the benefit?

How does it help ESL learners?

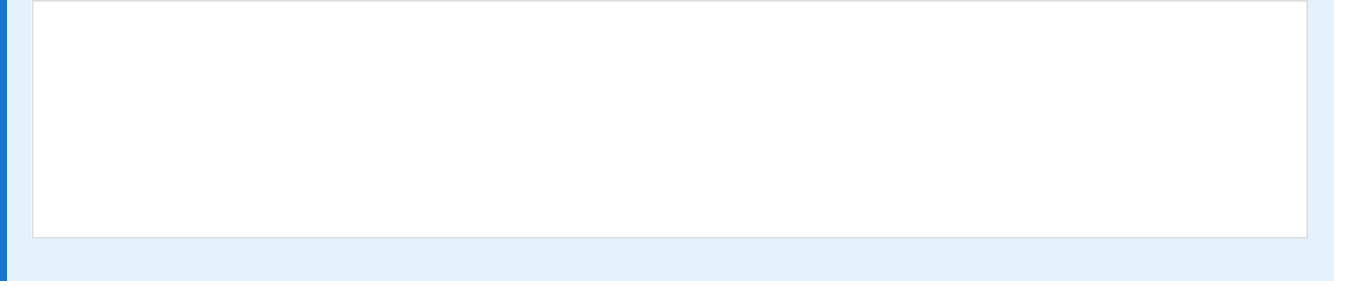
Provide an example of a game that demonstrates this benefit.

Benefit 3:

What is the benefit?

How does it help ESL learners?

Provide an example of a game that demonstrates this benefit.



Conclusion

Summarize your findings and reflections in a short essay (about 150-200 words). Consider the following questions:

- What did you learn about the benefits of using games in English language learning?
- How can games be used to improve English language skills?
- What would you like to learn more about in the future?

Additional Resources

For further learning and exploration:

- Visit websites that offer English language learning games, such as Duolingo, Quizlet, or BBC Learning English.
- Read books on game-based learning and its applications in language education.
- Watch videos on YouTube or educational platforms that demonstrate how games are used in English language classrooms.

Parent/Guardian Notes

To support your child in completing this assignment:

- Encourage them to read the provided text carefully and take notes.
- Ask them to share their reflections and game design with you and provide feedback.
- Help them manage their time effectively to complete all activities within 30-40 minutes.
- Discuss with them how games can be a fun and effective way to learn English and other subjects.

Success Criteria

To successfully complete this assignment, ensure that you:

- Identify and explain at least three benefits of using games in English language learning.
- Design a game that targets specific English language skills.
- Write a clear and reflective essay summarizing your findings and reflections.
- Complete all activities within the given time frame.