

USING GAMES, MUSIC AND STORYTELLING TO ENGAGE YOUNG LEARNERS

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Abstract: It is important to use interactive methods such as games, music and stories to engage young students in the educational process, increase their interest and make the learning process more effective. These methods not only engage students' attention, but also develop their creativity, logical thinking, and social skills. Integrating these elements into the learning process helps students feel comfortable and interested in learning.

Keywords: education, language, games, communication, skills, exchange of ideas, social networks, music.

Games are one of the most interesting and effective tools in the educational process. Through games, students have the opportunity to apply their knowledge in practice. For example, through word games, role-playing games, and team games in language learning, students can learn new words, reinforce grammar rules, and develop communication skills. Games also increase students' competitive spirit and allow them to interact. During games, students communicate with each other, exchange ideas and solve problems together, which helps to develop their social skills. Music also plays an important role in engaging young learners. Music makes it easier for students to remember new words and phrases while learning a language. With the help of songs and musical games, students experience rhythm and melody, which accelerates their language acquisition process. Music also improves the emotional state of students and makes lessons more interesting. By using music and songs during the lesson, teachers can improve the mood of the students and increase their interest in the lesson. Through music, students have the opportunity to express their feelings, which helps their emotional development. And stories are an important tool in developing students' imaginations and motivating them to learn. Through stories, students learn about new cultures, traditions, and life experiences. Teachers can help students share their thoughts and feelings by discussing the stories in class. Stories increase students' interest in the reading process and allow them to express their thoughts. Students connect with others through stories, which develops their skills of empathy and understanding. Games, music, and stories enhance student interaction. Students interact with each other by playing games together, singing songs, or discussing stories. This will help them develop their social skills. Interactions and friendships are very

important for young students, so teachers can contribute to the social development of students by incorporating these elements into the learning process. Games, music, and stories help students express themselves.[4]

During games, students have the opportunity to express their thoughts, ideas and feelings. And through music, students can express their feelings and connect with each other. And stories allow students to share their experiences and strengthen their interactions with others. These processes increase students' self-confidence and encourage them to be more active. In general, games, music, and stories are effective tools in engaging young learners in the learning process. They increase the interest of students, make the learning process interesting and interactive. Teachers can incorporate these methods into their lessons and be successful in developing students' knowledge and skills. Integrating games, music, and stories into the learning process helps students feel comfortable and interested in learning. This, in turn, ensures their success in education and helps them find their place in life in the future. [5]

Conclusion: Also, by integrating games, music, and stories into their lesson plans, teachers can enhance student interaction, foster creativity, and make learning more fun. These methods make the educational process more colorful and effective, help students to express themselves and increase their interest in learning. For teachers, these processes increase the possibilities of increasing the interest of students and involving them in education.

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