Application of Educational Games in English Teaching

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Abstract. Educational games can create a free, harmonious and interesting learning environment for learners to help stimulate their interest, which has entertainment feature. The paper introduces the game teaching style into primary school English teaching to stimulate students' strong interest in learning English. First, according to the different forms to introduce the classification of educational games; then, there are four types of teaching content in primary school English teaching, such as words teaching, listening teaching, grammar and speech teaching, so the application model of educational games is proposed; and finally, discussing the educational games effect in the classroom learning. Practice has proven that the use of educational games in primary English teaching not only can mobilize the enthusiasm of students, but also can eliminate fatigue generated in the learning process, and it improves the students' English proficiency effectively.

Introduction

English, as an international language, promotes China's English teaching to turn attention from training students' understanding and translation ability into training students' full-aspect ability, such as listening, speaking, reading and writing. The traditional English teaching is a type of continuing education, teachers teach students and students accept knowledge passively with the way of imitation, memory and repeated practice. This mode of education limits the students' creativity, weakens the students' initiative as the same time, and even lets students feel resentment to result weariness psychology. The trained students lack of independent thinking habits and valuable innovation at the same time. The new proposed curriculum standard points out the direction for our English teaching, we should follow the development of the times and innovate our teaching methods, using new teaching methods and teaching philosophy to implement teaching in the new teaching mode, it, student-centered, develops their motivation to learn, teachers guide them to develop and improve the ability of independent learning [1,2]. And as a new form of entertainment, educational game is a useful attempt in English curriculum reform of primary school.

Educational games, as the name suggests, is a combination of education and game, and it also is a teaching activity integrated games through media in the learning process. It should make full use of various incentives to create a fun game, and take into account the education of game content at the same time to reflect intellectual and educational significance. But in the actual process of combining teaching and game, we should take advantage of the games' situationality, interestingness and cooperativeness to reflect teaching content, conducting a creation atmosphere to guide students to think and learn new knowledge in a relaxed atmosphere [3]. With the rapid development of educational games, more and more excellent educational games catches people's eyes, which lay a good foundation for educational games applied to the classroom.

Classification of Educational Games

Educational games, like any kind of other things, have different forms, and people divide them into different categories according to their different forms that are itself natures. Although it not has clear classification criteria, now more commonly used classification criterias from four aspects to define, that are media, teaching content, game objects and game forms. Specific content is shown in Table 1.

(1) According to media to classification. Console game: this type of game is video game, you can

conduct personal study with no link to the Internet. Advantages of such games are less desired conditions and very convenient, but the disadvantage is that it has poor real-time performance; Online game: this educational game takes education as the purpose and the network as the basis, this way, students will not limit by time and space to be able to learn in any place with Internet. Advantage of such games is better real-time performance, so you can learn at anytime and anywhere.

Table 1. Classification of educational games

Taxonomy	Content	Example	Taxonomy	Content	Example
Mass media	Console game	Home visit of rabbit teacher	Teaching goals	Specialized knowledge	Crazy typist
	Online game	Seven stones		Single discipline	Happy to learn English
Game' object	Preschool	Wawayay		Multidisciplinary	Game school
	Teenagers	Lei Feng	Game' form	Role-playing	Pursuit dragon ball
	Adult	Wulong academy		Simulation	Anesthesiologist
	Special group	21th century		Puzzle	English major checkpoints

(2) According to teaching content to classification. Specialized knowledge: this educational game is professional knowledge and skills-based to improve students' eyesight and hearing ability; Single discipline: taking a single discipline as learning content to strengthen and consolidation exercise the discipline learning, such as math, Chinese and English and so on; Multi-disciplinary: the comprehensive knowledge learning-based can improve the overall knowledge of learners [4].

(3) According to game objects to classification. Children category: it is game software aimed at early childhood education to foster children's early literacy, numeracy and other capabilities through the game; Teenagers category: this educational game software is designed for learning content of teenagers, such as math, physics and English and so on, which can help them consolidate what they have learned in the game; Adult category: the research in this area is relatively small currently; Special group category: special groups in here refer to the users with common conditions of army, enterprises, civil servants in public institutions and other public facilities, that are specific groups used games under the same conditions.

(4) According to game forms to classification. Role-playing category: players play a role in the game in a particular situation that the roles need to do the tasks to continue the game according to the circumstances. This requires players to master the knowledge that can complete the task, so they can use a variety of methods to solve problems to complete the game ultimately; Simulation category: simulation games replicate various forms of "reality" life to "train" players: such as increasing proficiency, analyzing the situation or predict [5]. Players can obtain the principles of business operation and social functioning from simulation games, and they can understand certain interpersonal knowledge and enhance team spirit to promote comprehensive ability; Puzzle category: this type of game is mainly play-based, structure content is relatively simple and has small capacity, and the operation is relatively simple. Process to complete the task is the process of solving problems or learning [6].

Specific Application of Educational Games in English Teaching

The application of educational games in primary English teaching is mainly embodied through all aspects in English teaching activities. For example, educational games are used in words exercise, listening exercise, grammar exercise and speech exercise to help improve the efficiency of their learning.
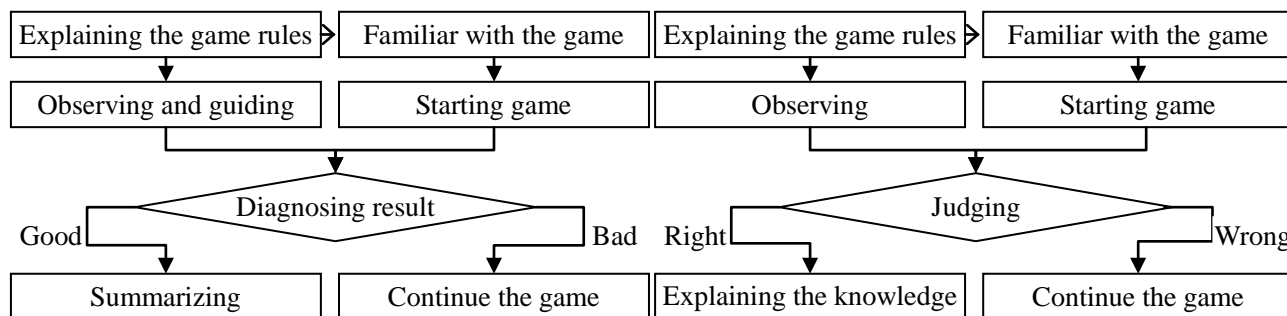
Explaining the game rules ▷	Familiar with the game	Explaining the game rules ▷	Familiar with the game
Observing and guiding	Starting game	Observing	Starting game

Diagnosing result — Good / Bad | Judging — Right / Wrong

Summarizing	Continue the game	Explaining the knowledge	Continue the game

Fig. 1-1. Application process in word teaching Fig. 1-3. Application process in grammar teaching

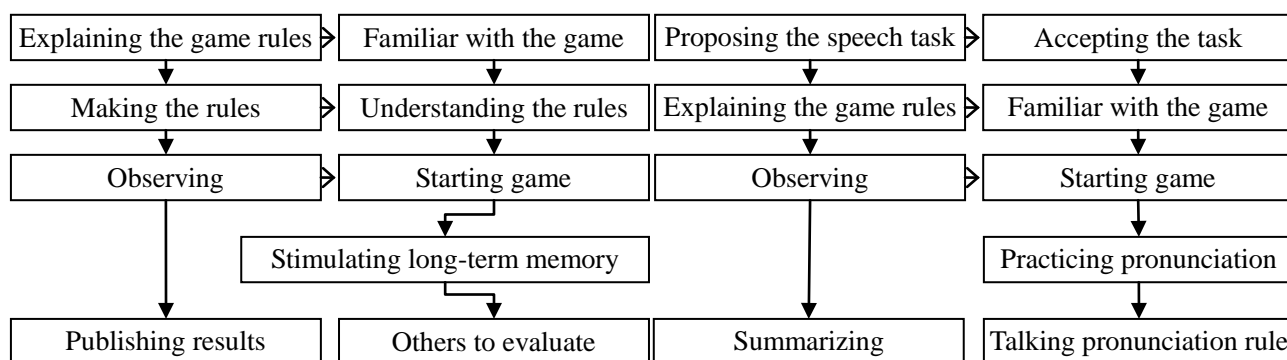| Explaining the game rules ▷	Familiar with the game	Proposing the speech task ▷	Accepting the task
Making the rules ▷	Understanding the rules	Explaining the game rules ▷	Familiar with the game
Observing ▷	Starting game	Observing ▷	Starting game
	Stimulating long-term memory		Practicing pronunciation
Publishing results	Others to evaluate	Summarizing	Talking pronunciation rule

Fig. 1-2. Application process in listening teaching Fig. 1-4. Application process in speech teaching

(1) The application in the words teaching: in the primary English teaching, words teaching is to familiarize students with textbooks until they can hear and say. It is an important part in English learning, and it also is an important prerequisite and foundation for learning English, a pupil achievement in English tend to be more dependent on the size of vocabulary. But in primary English teaching, the words teaching is rather monotonous and boring and often require students to memorize repetitive. According to this feature, educational game used in word teaching is suitable for the application mode of diagnostic, and the process is shown in Fig. 1-1. Teachers can use games to help students to strengthen already learned vocabulary, so that vocabulary learning outcome will be improved.

(2) The application in the listening teaching: listening teaching is an important part of primary English teaching, but also it is a difficulty. The basis of listening teaching is a high attention, which is one thing that students are less likely to complete. Teachers can use "tomato clown game." Students can hit the clown when they hear the word correctly; if not, the tomato will be eaten by clown. At the same time, this is a scoring game, and the highest scores will win within a specified period of time. The game requires students with a high attention to help them complete the learning task, while improving the hearing ability [7]. This competition-style educational game is suitable for listening teaching, and the process is shown in Fig. 1-2.

(3) The application in the grammar teaching: pupils have weaker concept, so they cannot fully grasp strong conceptual grammar learning, and therefore repeated practice is needed. The educational games application in the grammar teaching can use practice-style application mode, the teaching process is shown in Fig. 1-3. The entertaining and interesting of educational games just make up the boring in grammar teaching resulted by repeat practice. For example, teachers can distribute "How", "fine", "you", "are", "I", "am" and other cards to different pupils, allowing them

to find their own partners. They are able to match a sentence and the order is correct, it means success.

(4) The application in the speech teaching: in the primary English teaching, English pronunciation and speaking relate that you can or not speak fluent English in the future, so English pronunciation and speaking require additional focus. The educational games application in the grammar teaching can use inquiry-style application mode, the teaching process is shown in Fig. 1-4. This mode can guide the students' self-exploration ability, so that students are motivated to learn and take the initiative to explore new knowledge to acquire real knowledge through virtual educational games. For example, when learning pronunciation rules and main pronunciation of the letters, you can create a role-playing game that allows the letters to scroll to different words, so that students can understand the different pronunciation of the letter in different words, and refine pronunciation rules finally [8].

Practice Model of Educational Games Applied to Classroom

The effect of educational games in this model is consolidating learning content, and games are used for auxiliary exercises. When the brain receives certain knowledge, it is not necessarily fully absorbed and mastered, which requires reinforcement timely. Integrating the educational games into such practice mode, which can play a role of strengthen and feed back learning knowledge. On the one hand, it can stimulate students' motivation to learn, enjoyable experience that students have in the process of the game promotes their learning; on the other hand, the games can provide feedback information, this feedback information allows students to know whether they have mastered the classroom knowledge [9]. In this mode, three aspects are included mainly: preparation stage before the class, implementation stage in the class and summary stage after the class, the specific process is shown in Fig. 2.

(1) Preparation stage before the class: preparation is an essential part of instructional design, the teaching content and learners are needed to be analyzed thoroughly in this part to determine the feasible teaching objectives. On the basis of analyzing the characteristics of learners to determine teaching emphasis and difficulty, as well as choosing and preparing teaching aids and teaching equipments. However, pupils with smaller age have poor self-control ability, so that their active learning almost is an impossible task. According to this characteristic, teachers select or design educational games of classroom.

(2) Implementation stage in the class: when learning in the classroom, students' attention have relatively short time. After the completion of the teaching content, a lot of knowledge does not get into long-term memory from short-term memory and students are very easy to get distracted, so the learning effect is poor [10]. After explaining knowledge, teachers can use educational games to help students practice and consolidate the knowledge. In the game, on the one hand, the teacher can observe students' learning condition and then explain the targeted knowledge for them; on the other hand, students can learn about their own shortcomings in the game, they can conduct independent learning after the school.

(3) Summary stage after the class: after the classroom learning, teachers and students have a certain understanding of learning. If learning effect does not achieve the desired teaching goal, according to the specific condition, teachers can help individual student appropriately, or review courses for the whole class. If the game effect is better, teachers can go directly to the next teaching stage.

This classroom-based practice mode of educational games not only can help teachers to improve the effect of classroom teaching and organize classroom discipline, but also can get feedback of the effect of classroom learning to provide the basis for the improvement of next classroom teaching.

Conclusion

Having fun is the nature of pupils, in primary school English teaching, we cannot obliterate playfulness of pupils to achieve the purpose of English teaching. So we should take appropriate teaching methods to deal with the relationship between students' learning and playing. Integrating educational games into primary English teaching, which can fill with vitality for English teaching in primary school and stimulate students' interest in learning, so that teaching outcome will be improved. Listening, speaking, reading and writing are the most important factors in learning English, the paper will integrate educational games into these four aspects to strengthen exercises. Using different and suitable educational games at different stages achieve better learning outcome, so that learning efficiency will be improved [11,12]. In short, the educational games have a very large development prospect in the later primary English teaching.
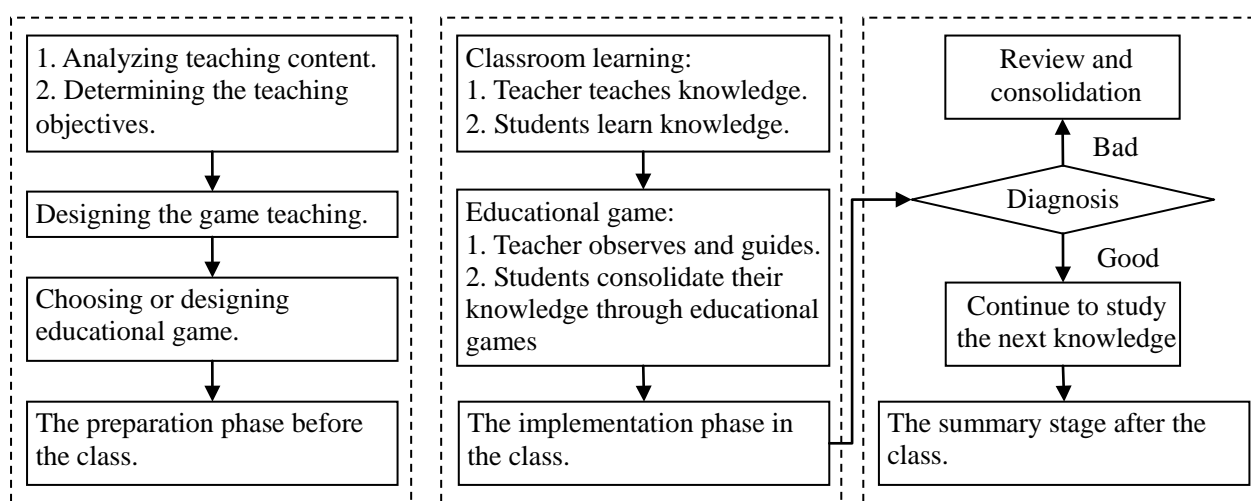

Fig. 2. Process of practice model in classroom teaching

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