

# The Beneficial Points Of Funny Activities For Teaching Reading

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**Abstract:** This article describes what kinds of advantages of teaching reading skill with playing different games. At first, it gives some reasons why reading comprehension is considerably intricate. It shows high importance of utilizing various amazing games in teaching reading skill according to carried out experiment. It is said that game method to educate to improve reading comprehension can aid to control time-management, to increase their students' interests and maximizing the speed of understanding the context of texts.

**Keywords—**reading, game, text, time-management, interest, speed of understanding

## 1. INTRODUCTION

Reading is also a crucial skill like other language skills. That's why, most scientists carry out various types of researches which provide teachers with not only straightforward but intriguing methods to educate reading in a high quality. On the account that sometimes teaching reading to young children seems more stressful for teachers than adults. In this case, they should find an innovative way of teaching reading so as to boost their readers' interest in learning reading skill. To solve this problem, some scientists suggested that they should make up new unique games. So that they can get rid of their dilemmatic situations. Because being in action during the lesson can aid to work out their mind consciously and to acquire the lesson straightforwardly. This article informs about the beneficial points of utilising or creating new activities for teaching reading.

## 2. LITERATURE REVIEW

Different scientists gave various opinions about reading. But Richards' feedback is the most preferable. Erkan Gokche wrote his following definition in his thesis. " Reading in a second language is a dynamic and interactive process in which learners make use of background knowledge, text schema, lexical and grammatical awareness". E.W.Sarah says: " Using games in teaching learning process provide students an opportunity to learn while engaging a competition. Students participation has an intrinsic motivation keeps them tuned into the teaching and learning activity ". J.Reinhardt stated that while some vernacular games can be adapted to educational purposes, often aided by pedagogical supplementation, an educational game is usually purposefully designed to be a tool or resource for learning, and is usually sold as such.

## 3. METHODS

20 pupils at the same level were selected to carry out this experiment. They were divided into 2 groups: Group A and Group B. Group A was intended to read and translate to

practising the development of reading comprehension. Group B was arranged to practise reading comprehension by various intriguing games. The same texts were chosen to hand out them. Group A read and translated the texts. Then they answered the questions based on the text. Group B were divided into three small groups so as to organize competition related to improving reading comprehension. They played totally amazing games on reading skill in fixed time. They try to do their best to carry out tasks in games successfully in order to win the competition. The period of the experiment took a month. Then both of the groups ( A and B ) took test on reading comprehension at the same level that consists of 40 multiple CHOICE questions. At the last step, a few questions asked like these:

- 1) Is reading a boring process?
- 2) Do you want to improve your reading comprehension with games
- 3) Is learning to improve reading skill with the help of games intriguing?
- 4) What kinds of advantages of games based on text understanding will /would you get if you play/ played ?

## 4. RESULTS

According to the results of the test, Group B members got high scores. But Group A members could not do as Group B ones. That's to say, 60 percent of Group B participants were able to answer 30 questions on average correctly. 20 percent of them could find approximately 25 correct answers. A participant could puzzle out 20 questions correctly. The rest could answer 15 questions properly. One fifth of Group A members were capable of finding out 27 correct answers to the questions. Two fifth of Group A members could figure out 24 correct answers and the rest 40 percent of the group were able to answer 19 correct answers. Participants answered questions above mentioned. 50 percent of Group A considered reading as a boring skill. 70 percent of Group B regarded as intriguing skill. While more than three fourth of Group A

answered the second question positively, less than one fifth of Group B expressed their negative answer. According to the results of third query, it is similar to the results of second one. As for last question, Group A thought that there are a lot of advantages of it like increasing pupils' interest, motivation. Group B believed that a great number of pros such as learning to control time-management, increasing the interest, maximizing the speed of understanding the context of texts.

## **5.DISCUSSION**

According to the above carried out experiment, teaching reading with the help of various colourful games is an efficient way of improving reading comprehension. Because it can not only increase readers' interest in learning reading skill but also teach them how to manage time properly in fixed time reading tasks. That's why, educators should get at innovative activities and games in order to encourage their students to advance their reading comprehension.

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