

IMPROVING VOCABULARY OF B1 LEVEL STUDENTS THROUGH Pictionary GAME TECHNIQUE

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Annotatsiya: Mazkur maqolada B1 darajasidagi o'quvchilarning lug'at boyligini oshirishda Pictionary o'yini texnikasining samaradorligi tahlil qilingan. Pictionary texnikasi orqali so'zlarni vizual tasvirlash, tasavvur qilish va kontekstda qo'llash orqali o'quvchilarda eslab qolish ko'nikmalari shakllanadi. Tadqiqot davomida eksperimentlar o'tkazilib, nazorat va tajriba guruhlari natijalari solishtirildi. Pictionary texnikasi lug'at o'zlashtirishda ijodkorlik, motivatsiya va eslab qolish darajasini oshirishi aniqlandi.

Ka'lit so'zlar: Pictionary o'yini, lug'at boyligini oshirish, vizual o'qitish, ijodiy metodlar, B1 daraja

Аннотация: В данной статье рассматривается эффективность использования игры Pictionary для обогащения словарного запаса учащихся уровня B1. Методика включает в себя визуализацию слов, использование воображения и контекста, что способствует лучшему запоминанию. В рамках исследования был проведён эксперимент с контрольной и экспериментальной группами. Результаты показали, что методика Pictionary способствует развитию креативности, повышению мотивации и улучшению запоминания лексики.

Ключевые слова: Pictionary, словарный запас, визуальное обучение, креативные методы, уровень B1

Abstract: This article examines the effectiveness of the Pictionary game technique in enhancing the vocabulary of B1-level students. The technique involves visualizing words, engaging imagination, and applying vocabulary in context, which helps improve memory retention. An experimental study was conducted with control and experimental groups. The results showed that Pictionary promotes creativity, increases student motivation, and enhances vocabulary retention.

Keywords: Pictionary, vocabulary development, visual learning, creative methods, B1 level

Introduction

One of the most persistent challenges in foreign language education is vocabulary acquisition. For B1-level students, expanding vocabulary is critical to improve reading, writing, speaking, and listening skills. This paper explores the effectiveness of the "Pictionary" game technique—a drawing-based, student-centered activity—in enhancing the vocabulary of B1-level English learners. The study evaluates how visual and interactive strategies contribute to long-term retention and motivation among students.

Vocabulary serves as the building blocks of language. Without sufficient vocabulary, learners cannot communicate effectively or understand others. Wilkins (1972) states, "Without grammar very little can be conveyed, without vocabulary nothing can be conveyed."

According to the CEFR (Common European Framework of Reference), B1 learners can understand the main points of clear standard input on familiar matters and can produce simple connected text on topics of personal interest.

Traditional techniques include rote memorization, flashcards, and translation exercises. In contrast, game-based approaches such as Pictionary encourage student participation, foster motivation, and create a relaxed learning environment conducive to language acquisition.

Pictionary is a drawing game where players draw a word, and teammates guess it. In a classroom setting, this can be adapted for vocabulary reinforcement and active learning.

Visual Memory Activation: Students better remember words when associated with images. Collaborative Learning: Group play fosters peer learning. Contextualization: Students use the word in context when guessing or explaining. Motivation and Engagement: Gamification increases student interest.

An experimental design with control and experimental groups was used. The study involved 40 B1-level students, divided equally. Pre-test: Assessed initial vocabulary knowledge.

Intervention: The experimental group used Pictionary during vocabulary lessons for 4 weeks; the control group used traditional methods. Post-test: Compared vocabulary gains between groups.

Word lists from the B1 curriculum

- Drawing tools
- Observation checklists
- Questionnaires for student feedback

The post-test scores showed a statistically significant improvement in the experimental group. Students retained more words and used them more accurately in context.

Students in the experimental group reported increased motivation and confidence. Teachers noted higher participation and enthusiasm.

Some students initially felt insecure about drawing. However, the focus on communication rather than artistic skill resolved this.

Conclusion

The Pictionary game technique has proven to be an effective, interactive method for enhancing vocabulary acquisition among B1-level students. It stimulates visual memory, fosters collaborative learning, and increases motivation. This approach is recommended as a complementary technique to traditional instruction, especially for visual and kinesthetic learners.

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