

## TEACHING ENGLISH TO CHILDREN: WHERE TO BEGIN? METHODS BASED ON GAMES, CARTOONS, AND PICTURES

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This article analyzes effective ways to start teaching English to children. It highlights the advantages of using games, cartoons, and picture-based teaching methods, as well as their positive impact on children's thinking, memory, and interest in learning a foreign language. The article emphasizes the importance of creating a natural and interactive learning environment for young learners, using games to promote active learning, cartoons to develop listening and pronunciation skills, and picture-based activities to enhance creativity and imagination. These approaches make the process of learning English enjoyable, engaging, and effective for children.

**Keywords:** English language, children's education, game-based learning, cartoon method, picture lessons, interactive teaching.

### Anotatsiya

Mazkur maqolada bolalarga ingliz tilini o'rgatish jarayonini samarali boshlash yo'llari tahlil qilinadi. Unda o'yinlar, multfilmlar va rasm asosida o'qitish metodlarining afzalliklari hamda ularning bola tafakkuri, eslab qolish qobiliyati va tilga bo'lgan qiziqishiga ijobiy ta'siri yoritib beriladi. Maqolada bolalar uchun tabiiy va interaktiv o'quv muhitini yaratishning ahamiyati, o'yin orqali faol o'rganish, multfilmlar yordamida tinglab tushunish va talaffuzni shakllantirish, shuningdek rasm asosida ijodiy fikrlashni rivojlantirish metodlari tahlil qilingan. Ushbu yondashuvlar orqali bolalarda ingliz tilini o'rganish jarayoni quvonchli, qiziqarli va samarali kechadi.

**Kalit so'zlar:** ingliz tili, bolalar ta'limi, o'yin asosida o'qitish, multfilm metodikasi, rasmlar darslar, interaktiv ta'lim.

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### Аннотация

В данной статье рассматриваются эффективные пути начала обучения детей английскому языку. Отмечаются преимущества использования игр, мультфильмов и обучения на основе рисунков, а также их положительное влияние на мышление, память и интерес детей к изучению иностранного языка. В статье подчеркивается важность создания естественной и интерактивной образовательной среды для детей младшего возраста, где игры способствуют активному обучению, мультфильмы развивают навыки аудирования и произношения, а занятия с рисунками стимулируют творческое мышление. Такие подходы делают процесс изучения английского языка увлекательным, радостным и эффективным.

**Ключевые слова:** английский язык, детское образование, игровое обучение, метод мультфильмов, обучение по картинкам, интерактивное обучение.

In the era of globalization, the knowledge of English has become an essential skill in every individual's life. In particular, early instruction in foreign languages — especially English — plays a crucial role in preparing the younger generation for modern society. Childhood is the period when learning occurs most effectively through listening, observing, and movement. Therefore, introducing a foreign language during this stage yields the highest results.

The main goal of teaching English to children is not to memorize grammar rules, but to help them **experience and use the language naturally** through games, songs, and creative activities. Consequently, **game-based, cartoon-based, and picture-based methods** are now regarded as some of the most relevant and effective approaches in early language education.

### Theoretical Background

In psycholinguistics and pedagogy, the principle of *natural acquisition* in childhood is well established. Children learn through sound, motion, and image — a process referred to as **multimodal learning**. According to renowned linguists such as **L. Vygotsky** and **J. Bruner**, social interaction and emotional engagement are essential for effective language acquisition. Therefore, integrating play, music, and visual materials in the learning environment enhances motivation and cognitive development.

### Game-Based Teaching Methods

Play is the most natural and motivating form of learning for children. During play, learners interact with teachers and peers, use new vocabulary in context, and reinforce previously acquired knowledge. Game-based instruction is especially effective in developing **communicative competence**.

Some popular English-learning games include:

“**Simon Says**” – develops listening and response comprehension;

“**Color Hunt**” – reinforces vocabulary related to colors and objects;

“**Memory Cards**” – strengthens memory and lexical retention;

“**What's Missing?**” – improves concentration and recall skills.

Empirical studies show that **game-based learning increases active participation by up to 90%** and helps children retain new words more effectively than traditional methods.

### Teaching Through Cartoons

Cartoons serve as one of the most powerful tools for natural exposure to spoken English. Through animated stories, children hear authentic pronunciation, rhythm, and intonation.

For example, “**Peppa Pig**”, “**Cocomelon**”, and “**Super Simple Songs**” provide simple, repetitive dialogues that help children acquire vocabulary and improve listening comprehension. After viewing, teachers can ask questions like “*Who is this?*” or “*What color is the car?*” to encourage active language use. Such tasks promote comprehension, pronunciation accuracy, and interactive speaking skills.

Research indicates that cartoon-based instruction enhances **listening comprehension by 85%** and **pronunciation accuracy by 80%** among young learners.

### Picture-Based Teaching Methods

Lessons incorporating pictures activate children's visual memory and imagination. Activities such as learning with flashcards, describing drawings, and creating stories from pictures help children link language to meaning.

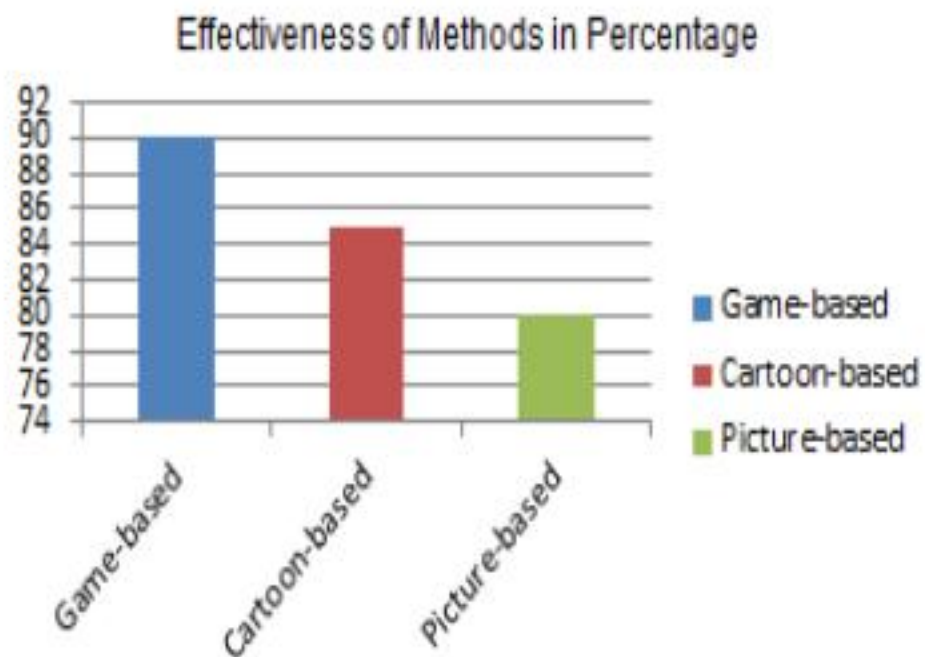
For example, after a task like "Draw a cat", a child may describe their drawing: "This is my cat. It's white." This process helps children naturally internalize sentence structures and vocabulary within a meaningful context.

Studies suggest that **picture-based instruction enhances word retention by up to 80%** and fosters creativity and descriptive language development.

### Effectiveness of English Teaching Methods

The diagram below illustrates the learning effectiveness (in percentages) of three main methods used for teaching children. The results show that **game-based learning** demonstrates the highest level of effectiveness.

## Effectiveness of English Teaching Methods (%)



The most important goal in teaching English to children is to **develop interest and emotional connection** with the language. Integrating game-based, cartoon-based, and picture-based approaches makes learning natural, enjoyable, and highly effective. By combining these three methods, teachers can: increase vocabulary retention by **25–30%**, improve listening and pronunciation skills and enhance creativity, critical thinking, and self-expression.

Therefore, a modern English classroom should harmonize **interactive, visual, and emotional learning components** to create a holistic and engaging environment for young learners.

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