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Title: The Effect of Games on Improving the Acquisition  
of English as a foreign Language for third level students  
in Rawdat Alsulimania School.

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## Abstract:

This study is talking about the effects of educational games on the third level students in Rawdat Al Suluimania School. The researcher did a questionnaire, and he saw a lot of people support the educational games at school. Also, he interviewed the general manger of Rawdat Al Sulimania School and explains the idea for her. She was very interested. In addition, he did an experiment to prove the importance of the educational games. He played with the third level students in Rawdat Al Suluimania School by laptop and data show. This game includes a new vocabulary for the students. The result of this game was very excellent; their answer was perfect. The researcher expects to apply the educational games in schools.

## Introduction:

Prophet Mohammed said that when you know the language of people, you will be safe from their cunning. Although the English language is widespread language, most of the people do not learn it and do not like to join the English language classes. Would you think the teaching methods in the English language classes are boring? Most of the people in Saudia Arabia think that the teaching in English language classes is bored. Because of this boring, most of the students do not like to learn The English language. Unfotionatly, they will lose a chance for learning an important language. This is helping them to find a good job, and help them when they are traveling in a lot of foreign countries. Also, if the teachers use modern teaching methods, they attract the students to join classes for learning English. In this research, the writer going to talk about "The Effect of Games on Improving The Acquisition of English as a foreign Language for third level students in Rawdat Alsulimania School".

## Literature review:

There are a lot of studies which talking about effects of using educational games.

Howard Gardner (1993) said in his theory of multiple intelligences that when you cover the seventh bits of intelligence' modalities the level of students will be improved. On the other hand, the level of students will not improve when the teacher depend on traditional method of teaching.

The Theory of Gardner's Multiple Intelligences is depending on the ability of (musical–rhythmic, visual–spatial, verbal–linguistic, logical–mathematical, bodily–kinesthetic, interpersonal, intrapersonal, and naturalistic) instead of one ability. He

believes that everyone is intelligent. The uses of seventh modalities not only increase the level of students but also solve many of study problems.

Tariq Al-suidan(2008) said that the task of education is very important for people and people have to care about the teaching methods and technique to get all benefits which is education has.

In my opinion, the best way to get the most beneficial of education is to send the information for the students, and the students receive it. The students will accept and receive the information when it is transferring it in an exciting and interesting way.

.Schultz (1988) said that the major obstruction of getting foreign language is a stress

The stress is a barrier for the students' progression. But when the teacher removes this barrier from students, they will progress fast. The teaching by use the entertainment will remove the stress. And the students can get a lot of information without any stress or fear.

All of these studies are support using the modern teaching methods such as games. Educational games are very important to increase the awareness of the students, so they are able to get information. Furthermore, they make a funny and interesting area which can lead the students free from any stress and fear. They not only increase their participation and cooperation but also they are decrees the student's shyness. Moreover, they teach them a lot of skills which help them in their life.

## Significance of research:

At the 60<sup>th</sup> century the Scientifics find ways which make the learning is more attractive and beificial. For example, they find educational games. In addition, they find that the educational games have many positive effects for both teachers and students. The positive effects of the educational games is increasing the focus of the students and encouraging them to participate.

Increase of students' awareness is one of the positive effect for both students and teachers. Educational games have many ways to increase focusing. They make an exciting and interesting area which allows them to talk and move without punishment.

For example, the teacher want to teach the students about fruits ,so he can bring fruits like (banana ,mango, apple, orang , strawberry )and make a fruit salad while repeating theirs name and ask the students to help him. Instead of repeating the names only, or he can bring clothes have the same shape of fruits and act a play with the students. These ways are keep the students' mind awake and let the students interesting. Also, they will like the school and lessons.

An increase of students' awareness is one of the positive effect for both students and teachers. Educational games have many ways to increase focusing. They make an exciting and interesting area which allows them to talk and move without punishment. For example, the teacher wants to teach the students about fruits, so he can bring fruits like (banana, mango, and apple, orange, strawberry) and make a fruit salad while repeating theirs name and ask the students to help him. Instead of repeating the names only, or he can bring clothes have the same shape of fruits and act a play with the students. These ways are keep the students' mind awake and let the students interesting. Also, they will like the school and lessons.

Most of the educational games are allowing all the students to participate; this is the second effect of the educational games. Although some of the students are excellent, they do not participate with the teacher. Because of their shyness, or they may have low voice. However when the shy student participates many times the shyness is disappear. Therefore the educational games are solving these problems.

To summarize, the educational games are good for both the teachers and the students. Students will be like the teachers and school. The influences of using the educational games are affirmative.

## Research questions:

This research is very important for students, teachers and community. The educational games make the studying technique easy and likeable. the research will answer the questions below

Are the educational games having positive effects?

What is better and more attractive is a traditional way of teaching or using educational games?

What have a good influences traditional way of teaching or educational games?

Are the educational games influences for students only or for both the teachers and the students?

What is The Effect of Games on Improving the Acquisition of English as a foreign Language for third level students in Rawdat Alsulimania School?

## Research methodology:

In this research, I interviewed the general manger of Rawdat Rlsulimania school teacher Fatima. I explained to her the idea of the educational games and what the advantages of this way for both the teachers and the students. In addition, I made an experiment on third level students in an English lesson. I gave them an interesting game which was playing together by used data show and laptop. This game contains the words which were new for them. After that, I gave them a quiz to answer. Their answers were very good. Teacher Fatima was so enthusiastic about this experiment.

Moreover, I did a questionnaire for many people (distributed throw the internet), and I found a high percentage of people like the educational games.

## Ethical consideration:

The participants in this research the questions gave through the internet and their names were unknown.

## Limitations of the Study:

The study was taken in the limited period of time. Seven days would be enough. Each day had (4-5) hours.

The participants were a lot of people, educated and non-educated, male and female, teachers and students also housewives.

## Results:

The results of the educational game were very good. It had excellent effects on the third level students in Rawdat Alsulimania School.

It created an enthusiastic environment which enhanced the students to participate.

It let the students learn and play at the same time.

Also, the students learned faster when the teacher used the educational game more than the traditional way of learning.

The back feed of the students was excellent.

The expected result of this research is going to apply the educational game in the learning system.

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Append ice:

<https://www.surveymonkey.com/r/J329 YYS>