

**Title:** Teaching Through Games: Let the Fun Begin  
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Using games in the language classroom has been an effective way to facilitate teaching grammar, vocabulary, and pronunciation. While the majority of textbook exercises leave little or no time for playing games in the classroom, a consistent infusion of games on the part of the teacher has proven to increase students' motivation and create a more dynamic student-learning environment. In this paper, I will present a variety of games that I have adapted from topics in the Russian textbooks *Nachalo* and *V Puti* and used in my second and third semester Russian language classes.

After having briefly discussed the benefits of using games for teaching Russian, this paper will outline the main criteria for adapting "ordinary" games for language teaching and/or creating new games. Next, I will focus on three groups of games aimed at reinforcing aspects of the Russian grammar, vocabulary, and pronunciation. Then, I will demonstrate how these games can also be used for teaching listening, speaking, reading, and writing skills. Finally, I will discuss the most appropriate games for different stages of the language lesson based on the Engage-Study-Activate Activate (ESA) (Harmer, 2007) lesson progression. In conclusion, I will confirm the importance of including games in the language classroom on a regular basis as a useful tool to accelerate and naturalize language acquisition.

Harmer, Jeremy. *How to Teach English*. Essex: Pearson Education Limited, 2007.

*Standards for Foreign Language Learning in the 21st Century*. 3rd ed. Lawrence: Allen Press Inc., 2009.