

The Perspectives of Using the Board Game Scrabble in English Foreign Language Teaching

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Nowadays teaching English as a foreign language approaches to the formation of communicative competence of future engineers and its role in engineering education has been changing according to modern requirements. Within the situation when current higher education system demands methods of effective English Foreign Language (EFL) training taking into account studying activity and practical directivity, the authors' idea of using the popular Board Game Scrabble, which is recognized by international EFL teachers as an effective teaching tool, became the reason of this report.

The game boosts a half dozen skill areas, as well as social and personal skills. Spelling skills are sharpened quickly in the team atmosphere where it's "cool" to know the spelling rules. With Scrabble, good spelling brings practical rewards, and serves as a powerful motivator for even the weakest speller. Vocabulary expands with the opportunities to find and use new words. Scrabble makes words valuable for points, at first, and then also for their meanings. Dictionary skills are expanded as students learn to rely on the dictionary as the final judge of their words, as well as an exciting source of new words.

Spatial relationship skills are strengthened as students plan words to fit available spaces on the board trying to get the highest points. Thinking skills are expanded in the team atmosphere of word play, fostering unique opportunities for creative and critical thinking without fear of judgment or poor grades. Imagining, planning, evaluating options and decision-making are some of the skills essential to team success. Social and personal skills develop naturally as students experience principles of team play and friendly competition. Self-esteem grows in the Scrabble game atmosphere, where the definition of successful participation can range from pulling tiles from the bag to challenging another player's word. Even when a team loses, members have the satisfaction of working together to shape their part of the game. Cross-cultural skills and communication may be improved with the help of Scrabble Internet version. Playing Scrabble is a tool to be used in interaction with people from over the world.

The results of the study are supposed to show that board game Scrabble promotes learning in the ways that are far superior to strictly traditional teaching methods. Moreover, Scrabble can be the field tested by educators with amazing success. The obtained results may actualize the educational process and help to identify the other methodological advantages of using the board game Scrabble.