

ENHANCING READING SKILLS THROUGH GAME INTEGRATION

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One promising tactic to encourage and assist slow readers is to incorporate games into reading teaching. For struggling students, traditional reading methods might occasionally feel boring or daunting, which can cause disinterest and frustration. Teachers can create a more engaging learning environment that encourages students to practice reading skills in a relaxed setting by implementing entertaining and interactive games. By making reading seem like an enjoyable activity rather than a chore, games like word puzzles, storytelling challenges, and digital literacy platforms can increase students' confidence and willingness to engage.

As generated from thompsonsteachings.com, teaching literacy is a huge undertaking. Reading, writing, speaking, listening, vocabulary, and more are all elements of literacy instruction. Sometimes we just need to give the students a little bit of fun. Literacy games are great for improving comprehension, vocabulary, fluency, and even sight words

Furthermore, studies show that game-based learning can greatly enhance slow readers' vocabulary, fluency, and reading comprehension. Because these games frequently offer instant feedback, students may identify and fix their errors in real time. Additionally, they encourage consistent repetition in a less daunting setting, which aids children in progressively increasing their reading endurance and proficiency. Students are more likely to participate regularly in game-based activities when they are driven to succeed, which is essential for their reading development to advance.

Game integration can support a variety of learning demands and styles in addition to encouraging motivation. For instance, interactive story-based games might be more beneficial for visual learners, but movement-based word games might be more engaging for kinesthetic learners. Personalized difficulty levels are another feature of digital platforms that guarantee every student is suitably pushed without feeling overburdened. This tailored method gives delayed readers a sense of accomplishment and advancement, which can boost their confidence and help them do better on conventional reading assessments.

Using games in reading teaching is a fun and successful way to help slow readers. It turns the process of learning into a fun activity that promotes persistence and involvement. Game-based learning stands out as a useful tool to close gaps, encourage motivation, and eventually assist slow readers in developing stronger, more self-assured reading skills as educators continue to investigate cutting-edge approaches to improving literacy.

The Official Website of DepED Division of Bataan

References:

<https://thompsonsteachings.com/10-literacy-games/>