

THE POSITIVE IMPACTS OF USING GAMES IN TEACHING TOEIC READING SKILL FOR NON-MAJOR ENGLISH STUDENTS AT DONG THAP UNIVERSITY

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ABSTRACT

The aims of the study are to determine what kinds of games can be used in teaching and learning TOEIC reading skills and to investigate positive impacts of games in improving the reading skills and autonomy ability of students. The results suggest that the practical roles of the games benefit both teachers and students. For students, the activities help them not only improve their TOEIC reading skills but also encourage their motivation of self-study. For teachers, games help them improve their English teaching skills. Some suggestions for using games are made.

Keywords: Activity, Game, Impact, Reading Skills.