

The Role of Language Games in Promoting Communicative Competence in English Writing Skills among the First Year Students of Faculty of Science at the University of Jaffna

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Among the four skills in the teaching of English as a second language (ESL), teaching writing needs more strategic involvement as observed by the researcher and the other practitioners in the context. This paper aims to find out a suitable technique in teaching writing among the first year students of the Faculty of Science of the University of Jaffna. Language games are considered as motivating tools in ESL as they promote stress free second language learning. Intervention of language games in writing has not been much researched in the context. This paper sets forth the research question to find whether language games are helpful to develop communicative competence in writing. Thus, this study is designed with a mixed method of research methodology. In the quantitative study, quasi-experimental method in the form of classroom study was adopted in which the test is the main instrument. Prior to conducting language games, the students were asked to write four different types of descriptive essays such as a description of an object, a place, a person and a shape (Pre-test). After that, language games were conducted and the comprehension was checked (intervention). After the intervention, the extension activities were administered (Post Test). It was found that the students, who performed poorly in the pre-test (before intervention of Language games) did well in the post-test (70 % of the students got scored above 80 marks) extension activity of writing. In qualitative study, ethnographic study of participant observation was employed. The data collected by written answer scripts as the creative writings of the students also supported and they were highly motivated to write through language games. Therefore, these findings of Post Test strongly establish that the students were able to write four types of descriptions after teaching language games.

Key words: *Communicative competence, Extension activities, Language games, Writing*