

Abstract

In this paper we discuss the use of play methods in teaching foreign languages in high school. Besides we distinguish "role-playing game" and "business game", discuss the stages of the game, clarify the effectiveness of these methods in preparation for foreign language communication in the process of learning a foreign language in high school. The analysis of scientific literature helps determine that the role-playing game is aimed at preparing students to solve communication problems in everyday real life situations and can be used at any stage of learning a foreign language, while the business game is aimed at designing a foreign language for business communication and is used, as a rule, in the learning process-oriented professional foreign language communication.