
The effect of using games in teaching english as aforeign language an secondary school students student achievent and attitude toward the subject

The present study investigated the effect of using games in the teaching of some grammar items on the achievement and attitude toward English as a school subject among secondary students : (N =124). The sample was selected from two schools for boys and girls. It was divided into two experimental and control groups, each consisting of 62 students. The tools of the study were administered to the sample before and after the experiment. Thay were : a per-post achievement test, prepared by the researcher. A pre-post attitude scale, prepared by the researcher. The high intelligence test, prepared by khairy.