**It’s Time for Game!**

**( Exploring The Role of Pictionary Games on Improving Speaking Skills )**

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**Abstract**

Encountering second language issues (speaking skills) for many learners as an unattainable desire can be manipulated by electing beneficial techniques and ameliorate them to the useful methods for other learners in different classrooms. The child learns various skills through the educational games which they are one of the main and specialized topics in the educational field that are used to enable students to be creative. Speaking educational games that happen in the classroom, which are concerned in the current study should donate convenient sense to learners for improving language elements learning. To this goal, teacher tried to apply two games for improving speaking skills focused on descriptive adjectives in the classroom discourse while teaching new subjects to making environment funnier, hence two pre-intermediate groups of 18 pupils that were selected randomly among 54 students according to their scores on Oxford Placement Test 2 (Allan, 2004). Having taken a speaking sample test as a pre-test based on descriptive adjectives to assign the students’ speaking abilities, the experimental group which students play a Pictionary game for learning adjectives, since the control group just play reading game in the classroom. After treatment, a post-test, similar to pre-test, was carried out and data was analyzed via an Independent Sample t-test which indicated both groups progressed during the treatment but experimental group which students were more active in speaking skills outperformed the control group, therefore generally the games can convert classrooms to an enjoyable environment especially speaking games can lead to a comfortable classroom discourse that courage as a principal key for students result into learning foreign language is fascinated for all learners.

**Key words:** *Pictionary game, educational games, convenient sense, enjoyable environment*