

ABSTRACT

This paper is entitled *Games as Warming-Up Activities in Young Learners' Classrooms at An English Course*. The purpose of this research are: (1) to investigate types of games used by a teacher as warming-up activities in young learners' classrooms; (2) to find out the advantages of games used by a teacher as warming-up activities in young learners' classrooms; and (3) to find out the difficulties encountered by teacher during the implementation of games as warming-up activities in young learners' classrooms.

Data were collected by using observation and interview. This study involved young learner teacher of an English course and her students. The result showed that the teacher applied some types of games proposed by Hadfield (2001) and Evans (1979) as warming-up activities. The advantages of games covered affective, cognitive, class dynamics, and adaptability categories. However, the teacher found it difficult to design appropriate game for the students, giving clear instruction, managing time, grouping the students, and simplifying the instruction.

According to the findings, it is recommended that English teachers apply games as warming-up activities in young learners' classrooms since games are fun for children and help both students and teachers in teaching learning process.

Keywords: Young Learners, Games, Warming-Up Activities,