

## READING PROBLEMS AMONG ENGLISH LANGUAGE LEARNERS AS A SECOND LANGUAGE

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***Annotation** One of the major difficulties in the English language is considered to be the work on texts. Learners face to many problems such as: lack of time, misunderstanding, the need to translate as well as new words. The article has a useful effect on improving the working ability on texts and overcome the above-mentioned problems.*

***Key words:** English language learners as a second language, instruction, explanations, recounts, information, narratives, title, heading, summary, detailed information, skimming, nouns, subject, object, main idea.*

It is known that the majority of the English language learners as a second language come across the difficulty of the texts. Some scholars consider a text has too many new words to understand the text. Some think that the questions are not relevant to the text or it is difficult to choose an appropriate answer because answer sheet statements are not mentioned in the passage. Some consider that it needs much time to do a reading task.

I have devoted the article to clarify how to overcome such problems.

Before starting to read a text, you are offered to analyze as follows: Determine if the text you read belongs to any of the text types. It will help you to coordinate through the tasks, grammar aspects and main idea.

- Instruction                      - usually given in imperative mood.
- Explanations
- Recounts                         - usually includes personal or factual notes
- Information                      - are generally about real life subjects such as newspaper, magazines, and articles.

- Narratives - like novels, short stories, myth, legend, fantasy, fable, cartoon, stage play, film script, TV script, radio script, and role-play.

Overall, the candidates are given about two-hundred-word texts and are tasked to:

- Choose a title, heading or summary.
- True, False and Not Given tasks.
- Find an appropriate detailed information given in the text.

To select a true answer, students have to read texts where possibly they come across new words, during limited time. Exam participants should not panic whenever they see new words because the new words would not change much even you know them. Reading a passage without spending too much time, is not problem only for you, but also widespread among all L2 (Learner of a second language). You generally read then translate sentences one by one, though it is wrong belief. As a consequent, you will understand nothing, because translating each sentence, first takes much time, then even if you could translate the sentences it does not guarantee you that you comprehend the whole text, after translating the sixth or seventh sentences, the first and second sentences are automatically forgot. To avoid it just learn skimming techniques newly appeared in our study.

**Skimming** is a quick reading process to outdraw a general picture of the text.

To evaluate your skimming follow some instructions:

1. Determine nouns generally used as a subject and an object.
2. To outdraw general picture underline only subjects, predicate (verb) and objects (generally used after verb). Main structures of a sentence.

### **Sample text**

Ten years ago, studies concluded that players of video games were very intelligent and motivated people. They got good results at school and at work. In those days, video games were quite simple, so what about the more complex games of today? Many children start to play video games at seven. For most of them, this

is not a problem, but some of them become addicts. A recent study of children aged 13 and 14 found that almost a third played video games daily. Seven per cent spent at least 30 hours playing every week. Addiction to games can lead to other problems such as stealing money to buy new games, failing to do homework or not going to school. In another study, scientists at Japan’s Tohoku University looked at the brain activity of hundreds of students as they played a Nintendo game. They compared this with the brain activity of other students doing maths. The results were surprising. The computer game only stimulated those parts of the brain related to vision and movement, but not parts of the brain, which are important for behaviour, memory, and learning.

As soon as you skim the whole passage, you may see that the text is about video games. There are two ways to discover the main topic:

- A. First, the main point of a text is always in introductory part, generally in the first paragraph, but sometimes in some passages, you do not see introduction so I advise you to pay attention to the first sentence where you can get the main gist of a passage.

Ten years ago, studies concluded that **players of video games** were very intelligent and motivated people. The subject of the sentence determined in bold is logically considered bringing further information about.

- B. Second, if you read a text and come across to a noun that is repeated many times, those nouns show that they are the owners in the passage.

Here, you may see the proof of my advice: Every sentence include minimum a word denoting either **player** or **video game**.

‘Ten years ago, studies concluded that **players of video games** were very intelligent and **motivated** people. They got good results at school and at work. In those days, **video games were quite simple**, so what about the more **complex games of today**? Many children start to **play video games** at seven. For most of

them, this is not a problem, but some of them become addicts. A recent study of children aged 13 and 14 found that almost **a third played video games daily**. Seven per cent spent at least 30 hours playing every week. **Addiction to games** can lead to other problems such as stealing money to buy new games, failing to do homework or not going to school. In another study, scientists at Japan’s Tohoku University looked at the brain activity of hundreds of students as they played **a Nintendo game**. They compared this with the brain activity of other students doing maths. The results were surprising. **The computer game** only stimulated those parts of the brain related to vision and movement, but not parts of the brain, which are important for behaviour, memory, and learning.’

Following above given rules will let you easily get general picture of the passage. These are enough to choose a right title or heading as well as the main idea of the text.

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