

## IMPLEMENTING ROLE-PLAYING ACTIVITIES TO FOSTER SOCIOLINGUISTIC COMPETENCE IN A2-LEVEL ESL LEARNERS

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### ABSTRACT

This study explores the role of role-playing games in developing sociolinguistic competence among A2-level English learners in Karakalpakstan, showcasing a three-month intervention involving 215 ninth-grade students. The findings revealed a significant improvement in the experimental group's ability to use English effectively in various social contexts, growing from 30% to 75% in test results. Learners demonstrated enhanced cultural sensitivity, pragmatic skills, and communicative confidence, supported by qualitative feedback. This evidence underscores the potential of role-playing as an impactful method to enrich ESL curricula with sociocultural and pragmatic learning opportunities.

**Keywords:** Role-playing games; sociolinguistic competence; A2-level learners; English as a second language; cultural sensitivity; pragmatics; interactive learning; language acquisition; ESL curricula; educational methodology.