

## Chapter 49

### EdPuzzle: Animal Vocab-Keeper

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#### Abstract

Building a wide storage of words and expressions is an essential element in all language learning as it is a necessity to improve one's language proficiency. In a curriculum setting, Malaysia's Ministry of Education has assigned textbooks that provide a controlled set of new vocabulary items unit by unit to be taught. Pupils often learn new words in context through reading or dialogues in a typical classroom setting. However, deliberately teaching vocabularies is one of the least efficient methods of developing learners' vocabulary glossary and pupils are lacking in vocabulary knowledge. 21st century learning which highlights critical thinking, creativity, collaboration and communication instil "learner-driven" characteristic on pupils where they choose how and what they want to learn. Therefore, in response to this trend, this action research attempts to investigate the use of EdPuzzle in teaching animal vocabularies to Year 2 pupils in Taiping, Perak. 8 out of 32 pupils were chosen to undergo the intervention and it is shown that all the participants achieved tremendous improvement after the intervention. The findings of this study may be beneficial to ESL teachers in improving teaching quality which in turns prepare knowledgeable citizens for the betterment of the family, society and nation.

#### Introduction

We are living in the decade of multimedia and the millennium of the Internet and the World Wide Web (WWW) (Melor et al., 2009). Technologies are deniably part of our life and children are no stranger to electronic gadgets. In fact, many children now start school technologically literate (Aamirah et al., 2017). Pedagogy in the 21<sup>st</sup> century stresses on the 4Cs – collaboration, critical thinking, creative and communication (Bruniges, 2012). Teachers are encouraged to include innovative methods in their teaching as the traditional "chalk and talk" fall into disuse. One of the many approaches is the "flipped classroom" pedagogical approach. The main goal of a flipped classroom is to enhance student learning and achievement by reversing the traditional model of a classroom, focusing class time on student understanding rather than on lecture. To accomplish this, teachers post short video lectures online for students to view at home prior to the next class session. This allows class time to be devoted to expanding on and mastering the material through collaborative learning exercises, projects, and discussions. Essentially, the homework that is typically done at home is done in the classroom, while the classes that are usually done in the classroom are viewed at home.

EdPuzzle is one of the many tools that allows students to watch and engage with videos while the teacher gathers data throughout the lesson. As teachers dabble into the flipped classroom philosophy, EdPuzzle is the perfect enhancement tool for videos to be watched at home instead of eating up valuable class time. By integrating information and communication technologies (ICT) into education, teachers and students are enlivened (Chua & Melor, 2012). Students are exposed to a variety of methods in learning, this especially boost students' motivation besides being able to develop their problem solving capabilities and to think critically.

## Methodology

It was found that the year 2 pupils of SK Bukit Jana are weak in their English vocabulary, hence an intervention was implemented to improve the situation. EdPuzzle tool was used as an intervention in this action research. Participants that underwent intervention were chosen based on their pre-test result, whereby pupils who scored under 10 out of 20 marks were chosen. EdPuzzle was used as a tool to create an interactive video that contains the name of 15 animals. The video was showed to the participants for 3 times and were tested using the same worksheet in the pre-test. The result of the document analysis was triangulated with data collected from the observation checklist and interview.

As a tool, EdPuzzle allows teachers to take a video from Youtube, Kahn Academy, Learn Zillion, Crash Course or upload a personal video and manipulate the portion of video that is needed. The video can be cropped to remove or shorten to an appropriate length for the lesson after it is uploaded. The teacher then has the capability to record their voice on top of the video, allowing the teacher to maintain a voice in the lesson. EdPuzzle also includes a quiz feature which allows questions to be embedded while the pupils are watching the video.

## Data Analysis and Interpretation

The data collected was analysed and interpreted to determine the effectiveness of using EdPuzzle in teaching animal vocabularies to the Year 2 pupils. This section discusses the data collected from the pre-test and post-test, observation checklist, oral test and interview.

For this research, the participants were needed to answer a set of questions on animals which they have learnt before prior to watching the EdPuzzle video. In the pre-test, the highest mark was only 13 out of 20 and the lowest was 4 out of 20. There were five participants who scored below 10 and this showed that they have not mastered the animal vocabularies.

After we had implemented the intervention, the post-test was carried out. Table 1 below shows the comparison of marks obtained by the participants in the pre-test and post-test. All the marks rose substantially where two participants scored 20 and 19 marks respectively and the lowest was 17 marks. All the participants scored more than 15 marks; thus, they had shown that they could identify and spell most of the animals' names correctly.

Table 1  
Comparison of Marks in Pre-test and Post-test

<i>Pupils</i>	<i>Pre-test (20 marks)</i>	<i>Post-test (20 marks)</i>
A	8	19
B	4	20
C	8	17
D	12	18
E	5	18
F	9	18
G	13	18
H	12	17

Besides conducting the pre-test and post-test, an observation and oral test had been conducted after the implementation of the intervention to support the findings from the written test. For this observation and oral test, pupils were called one by one and no selection of answers given.

The participants' scores in oral test after learning animal vocabularies using the EdPuzzle were tabulated in table 2 below. All of them had managed to identify and name at least 10 out of 15 animals shown. Not only that, all of them had also managed to spell at least 9 out of 15 animals' names correctly. We had also observed the participants' attention and attitude throughout the lesson. All of them paid undivided attention and they could respond interactively to all the questions in the video.

Table 2  
Participants' Scores in Oral Test After Learning Using the EdPuzzle

<i>Pupils</i>	<i>Look at 15 pictures and say the words</i>	<i>Spell 15 words based on the pictures orally</i>	<i>Attention throughout the video</i>
A	12	11	Very Good
B	12	11	Good
C	11	11	Good
D	13	13	Very Good
E	13	12	Very Good
F	12	11	Good
G	10	9	Good
H	15	14	Very Good

Table 3 below shows the data collected from the interview conducted with the participants. All of them agreed that they liked the interactive video very much and would like to watch them again in learning other topics. The participants also ensured us that they could recall all the animals they have learnt as the video helped them to remember effectively in a fun and non-threatening environment.

Table 3  
Participants' Votes After Learning Using the EdPuzzle

No	Questions	Number of pupils	
		√	X
1.	Do you like the video?	8	0
2.	Would you like to watch the video again?	8	0
3.	Is the video understandable?	8	0
4.	Can you name at least 7 animals from the video?	8	0
5.	Can you spell at least 7 animals from the video?	8	0
6.	Can you hear the teacher's voice clearly?	7	1
7.	Do you want to learn other topics using EdPuzzle?	8	0

## Findings

Based on the data collected, we realised that the participants have shown tremendous improvement after the implementation of the intervention. The EdPuzzle video had positively affected the pupils' understanding and ability to identify, name and spell the animals' names correctly.

Not only that, this research have also proved that participants' motivation in learning animal vocabularies increased with the use of the EdPuzzle interactive video. The EdPuzzle video succeeded in providing the participants a fun, purposeful and meaningful learning that helped to speed up pupils' understanding on animal vocabularies.

## Conclusion

In all, EdPuzzle is a useful tool as it can edit and modify any existing videos to suit pupils' context and level of proficiency not including that it is an interactive way of delivering vocabularies. Besides, in line with a 21<sup>st</sup> century classroom environment, pupils are also encourage to create their EdPuzzles and using their videos in class for collaboration and enrichment projects. It can be said that, EdPuzzle is a beneficial tool for the pupils' autonomous learning and accommodating their different learning styles.

### References

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