Chapter 54

QLETZ: Noun-You-Know Online Module for Vocabulary Learning

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ABSTRACT

Enriching vocabulary among English as a Second Language (ESL) learners, especially primary school students; plays a major role in developing the students’ holistic proficiency in English language. However, there are some issues regarding the students’ interest in learning basic vocabulary, especially nouns, due to the conventional method of teaching and learning, which does not bring a huge impact on their performance in classrooms. Gamified education has become one of the preferable practices used in teaching and learning among ESL learners due to its creative approach. This innovative project intends to study the effectiveness of integrating Quizizz and Quizlet in learning English vocabulary among Year 2 primary school students of suburban area in Kuala Lumpur, Malaysia based on Super Minds textbook, which is aligned systematically with Common European Framework of Reference for Languages (CEFR). Quizlet offers flashcards and individual assessment while Quizziz focuses on assessment in groups. Three topics have been included in this innovative online module, which significantly assists the teaching and learning session to be more comprehensive and practical. Pre and post tests are conducted to evaluate the effectiveness of this module and researchers field note is also used to obtain their feedbacks. The findings revealed that students show a positive attitude towards the learning method and thus, developing their vocabulary skills in a more interactive classroom atmosphere is achieved.

Key Words: ESL learners, vocabulary, Quizziz, Quizlet, nouns

1. INTRODUCTION

Catering the need of Alpha Generation also known as iGeneration, especially in their learning process is crucial. According to Tootell, Holly, Freeman and Freeman (2014),
Alpha generation is defined as the generation that was born in 2010 and onwards. They were born in the era that is rich in technologies and are exposed to the highly-immense usage of gadgets. Therefore, QLETZ:Noun-You-Know module is created to meet the need of these students. It is an online game-based learning module designed by integrating two web-based study applications, Quizziz and Quizlet. This online module is constructed to assist the teachers in teaching vocabulary in classrooms, specifically towards Year 2 students in primary schools as well as enhancing ESL students’ vocabulary in the selected topics.

According to Derakshan (2015), learning vocabulary is regarded as a tedious work; hence a lot of efforts are needed to understand the target words. He adds that games assist the teachers in classrooms by bringing fun and interesting elements into the teaching and hence; students find the language learning process more engaging and meaningful. In that sense, gamified-learning is also considered as one of the most demanding instructional designs as it is parallel with the rapid growth of technology in education. Hashim, Rafiq and Yunus (2019) also support the use of gamified-learning which helps to accelerate the students’ motivation towards learning and also provides better result of students’ understanding of the targeted topics. Khaleel, Ashaari, Wook and Ismail (2016) post similar views on the value of this gamified learning. By creating a more interactive and exciting learning environment, QLETZ Noun-You-Know module is aimed to bring colours to the classroom atmosphere during the vocabulary learning process.

Chin (2015) also asserts online flashcards significantly play a role as an efficient vocabulary-learning tool as students can do revision regarding vocabulary systematically with the aid of online flashcards. Hence, QLETZ Noun-You-Know module has utilised the flashcard feature in Quizlet to produce a set of flashcards for each unit, respectively. The flashcards contain interesting images and their descriptions, which assist the students in acquiring new words, namely noun.

With the aim to promote a healthy competition among the students, Quizziz is incorporated in the module to test their understanding of noun, not only individually but also as a group. Mokeddem, Plaisent and Prosper (2019) claim that a competitive learning environment can ensure the involvement of all learners throughout the lessons. Thus, from the Noun-You-Know module, the students are able to evaluate their own performance and it also opens the door to self-assessment. It also allows the students to compete with their classmates in a healthy manner and produce a more interactive learning environment. Plus, this is also aligned with the CEFR-aligned School Based Assessment (CBA) that also promotes self-assessment among the students as well as encouraging the teachers to do formative assessment. (Sidhu, Kaur & Chi, 2018). Hence, this module not only benefits the students but also the teachers.
2. QLETZ:NOUN-YOU-KNOW ONLINE MODULE

In order to ensure that the vocabulary learning process is in-line with the syllabus provided by the Ministry of Education, QLETZ:Noun-You-Know module is designed based on the topics taught in Year 2 textbook, Super Minds as shown at Figure 1. QLETZ:Noun-You-Know module has adopted three topics; Unit 1: Free Time, Unit 2: The Old House and Unit 3: Get Dressed, which are based on topics 5 to 7 in the Super Minds textbook. It is listed in Table 1.

Table 1: Topics in QLETZ:Noun-You-Know Module

<table>
<thead>
<tr>
<th>Topics in Super Minds textbook</th>
<th>Units in QLETZ: Noun-You-Know Module</th>
</tr>
</thead>
<tbody>
<tr>
<td>Topic 5: Free Time</td>
<td>Unit 1: Free Time</td>
</tr>
<tr>
<td>Topic 6: The Old House</td>
<td>Unit 2: The Old House</td>
</tr>
<tr>
<td>Topic 7: Get Dressed</td>
<td>Unit 3: Get Dressed</td>
</tr>
</tbody>
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The sequence of selected units are shown at Figure 2. The learning units consist of flashcards and tests for each topic for the students to explore.
3. METHODOLOGY

This innovative project utilises the action research method whereby pre and post-tests are employed. The intervention process, which is the QLETZ module; comes in between those two tests. This project involves 45 Year 2 intermediate to low proficiency primary students who are the students in one of the researchers’ school. This project begins with the pre-test. Then, three days are needed for the students to use this module partially Unit 1 on the first day, Unit 2 for the second day and Unit 3 on the last day. After the students have completed the three-days session, they are required to answer the post test in order to evaluate the students’ performances and ultimately, the effectiveness of this module is determined.

4. RESULTS

There is a significant improvement between the pre and the post test after the application of Quizziz and Quizlet in the QLETZ Noun-You-Know module. 28 out of 45 students or about 62% shows an improvement in Unit 1: Free Time. Between pre and post test of Unit 2: The Old House, there is an increment of 34% which is from 22% to 56% . Finally, for Unit 3:Get Dressed, it illustrates that the percentage of marks obtained by the students increases from 36% to 71%. Thus, it is very clear that this module has brought a positive change to the students’ understanding towards vocabulary, mainly on noun. The results are shown in Table 2.
Students' attitude towards English learning shows a tremendous improvement after using this QLETZ: Noun-You-Know module. Researchers receive positive feedbacks from the students, generally due to the appealing flashcards and interesting activities in the module. Among positive remarks from random participants are “I love the game! Can I play again?”, “English is best!” and “I like singing.” Their English teacher also provides an encouraging feedbacks on this module and hopes that it will be applied continuously for the whole topics in Super Minds instead of three topics.

5. CONCLUSION

In conclusion, Quizlet and Quizziz are among the best gamified-learning applications that give a great impact in accelerating students’ understanding towards their learning especially in vocabulary. By incorporating both applications in one complete module, it can holistically cover the scopes of vocabulary acquisition among the students. Hence, this QLETZ Noun-You-Know module can be considered as one of the creative and innovative ways of learning that not only boosts students’ motivation towards learning and also contributes to the improvement of academic performances especially in three stated topics in Supermind. In fact, the teachers also could benefit from this module as it possesses a creative and meaningful instructional design. Therefore, QLETZ Noun-You-Know module has a high potential to be utilised widely for the whole topics in Super Minds textbook in the future.

REFERENCES

Chin., W.C. (2015). Analysis the effectiveness of three online vocabulary flashcard websites on L2 learners’ level of lexical knowledge. Canadian Center of Science and Education

