# Chin Jun Na chinjuna@gmail.com

#### 1. TITLE OF INNOVATION

**ABC VOCAB CARD GAME** (English Language) (Penyertaan Kategori Pensyarah)

### 2. OBJECTIVES

- a. To instill fun element in learning vocabulary.
- b. To engage learners in active learning as they think and create words based on the cards in their hands`
- c. To use as teaching aids for teaching vocabulary and phonics.

### 3. BEFORE INNOVATION

The words which make up a language constitute its vocabulary. Without vocabulary, structures and functions cannot be used for comprehension and communication. This view that vocabulary is an important aspect of second language learning is reflected in the Malaysian syllabus for English at the primary level (Chitravelu, 2005).

For most of the young learners in Malaysia, whenever they think of vocabulary, they think of learning a list of new words with meaning in their first language without any real context practice. They even copy or write down the new words in their exercise books without knowing the real use of them in context. Therefore, the young learners may find out learning vocabulary quite boring and they think the cause for it just their bad memorization of the words.

One way to motivate and sustain young ESL learners' interest is to teach vocabulary through games. Derakhshan and Khatir (2015) believed that activities which involve learners in thinking about the words, like using games allow learners to remember the target words more easily.

### 4. PROBLEM IDENTIFIED

Most of the primary school pupils would easily forget the spelling of the words that they learned and they were also unable to choose the correct words in the reading and writing exercises. Pupils were unable to remember the words and their meanings through memorization as it is a traditional method that is not stimulating to student (Oliva and Bernal, 2012). The most important criterion in engaging students in their learning is probably students' interest and motivation (Ghazali, 2008).

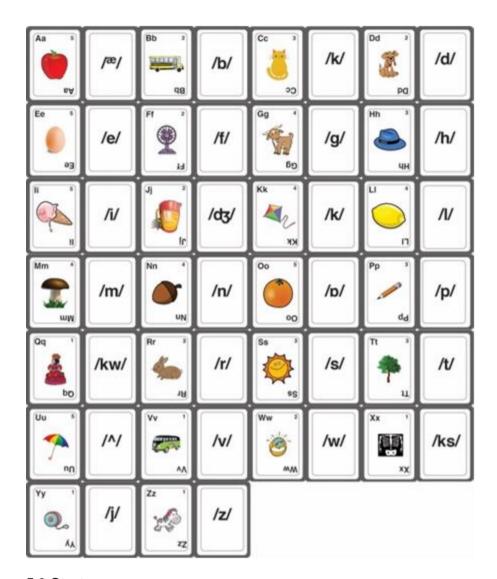
### 5. INNOVATION

### 5.1 Pedagogy based innovation

ABC Vocab Card game is an innovative game to arouse interest of young learners in learning vocabulary.

## 5.2 Description

ABC Vocab Card Game is a combination of Vocabulary and Play Card. The size of ABC Vocab card game is similar to Play Card. Thus, it is portable and easy to play. Each front card consists of an alphabet from A to Z. Value for each card is written at the right corner of the front card. Phonics sound for the alphabet displayed at the back side of the card. Each deck consists of 104 cards and can be played for players of all ages.



# 5.3 Strategy

ABC Vocab Card game can be played with two or more players. The reaming cards forms a pile with the all the cards turned face down. The game commences by dealing 13 cards to each player and the rest will be kept at center. Each player has to put at least 4 letters word for the first round of the game and at least 2 letters words for the rest of the game. Players have to calculate the points for each word discarded. In case the player does not have the alphabet to form a word, he/she has to discard a card from his/her own hand and pick up a card from the pile of remaining cards. The player who gets rid of his/her cards first proclaimed as the winner for each round. However, the loser can accumulate the points until the last round of the game. The score is

calculated. The game can be played for many rounds. Player with maximum points declared as a winner.

### 6. BENEFITS OF THE INNOVATION

- 1.) ABC Vocab Card game is designed to aim boosting the learners' self-esteem, motivation and spontaneity as they learn new words from their knowledgeable peers.
- 2) Teachers could use this card game as their teaching aids for teaching vocabulary and phonics.
- 3) Learners are engaged in active learning as they think and create words based on the cards in their hands.
- 4) Games can induce relaxation and fun for learners, therefore aid them to learn and maintain new words easily (Azar, 2012). The elements of creative and active thinking, competition, excitement and fun make ABC Vocab Card game appealing to learning English vocabulary.

### References

Azar, A. S. (2012). The Effect of Games on EFL Learners' Vocabulary Learning Strategies. *International Journal of Basic and Applied Science*, *Vol.01*, *No.02*.

Chitravelu, N., Sithamparam, S. & Teh S. C. (2005). *ELT Methodology Principles and Practice*. Malaysia: Oxford Fajar Sdn. Bhd.

Derakhshan, A. & Khatir, E. D. (2015). The Effects of Using Games on English Vocabulary Learning. *Journal of Applied Linguistics and Language Research*, Vol. 2, Issue 3, 39-47.

Ghazali, S. N. (2008). Learner Background and Their Attitudes towards Studying. *Malaysian Journal of ELT Research*, 1-17.

Oliva, J, & Bernal, S. (2012). An Educational Card Game for Learning Families. *Journal of Chemical Education*, DOI:10.1021/ed200542x.