

# USING THE “SPEEDY LINGO” COMPUTER GAME TO HELP STUDENTS MASTER HOMONYMS , ANTONYMS AND SYNONYMS

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## INRODUCTION

- One sub component that teachers are required to teach is the component of synonyms and homonyms in the Reading Module of the KSSR
- this paper highlights one possible way in which the teaching can take place- through computer aided language learning (CALL) where CD based games are used as tools, not only for live teaching but for self access and comprehension.

**TEACHING OF HOMONYMS,  
SYNONYMS AND ANTONYMS IN  
PRIMARY AND SECONDARY  
SCHOOLS IN MALAYSIA**

- is a component listed in the Curriculum Specifications for students in Years 3 and 4
- forms part of the Reading module which prepares students for better comprehension skills of linear and non-linear texts
- Teachers often teach using teacher guidebook that requires the teachers to conduct lessons in teaching homonyms, synonyms and antonyms using the following method – reading comprehension, word substitution and guessing methods.

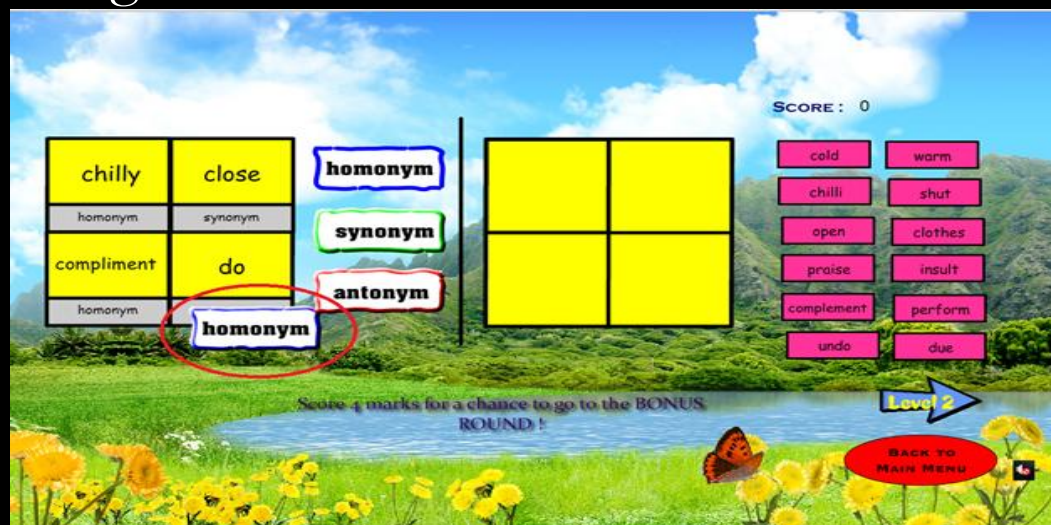
## THE SPEEDY LINGO GAME

- was developed using Adobe Flash software, specifically coded using ActionScript 2.0.
- Adobe Flash was chosen due to its versatility and simplicity, especially in creating a colourful and interactive game



## THE SPEEDY LINGO GAME

- In comparison with another game development software such as RPG Maker, Python, and Unity3D, Adobe Flash provides the most suitable interface for Speedy Lingo, which is 'drag-and-drop' interface
- This interface is hardly available with another game development software, and if there are any, the coding would be too complicated and time consuming



## THE SPEEDY LINGO GAME

- The initial conceptualization of Speedy Lingo was a design that had the non-computer alternative as a storyboard because the initial step/ visualization of the content developer involved an adaptation of the simple Bingo board game, in which players
- The process of turning Speedy Lingo into a computer game first took off after a word list was drawn up
- For this particular game, several considerations were made. Amongst the considerations were the need to ‘anchor’ a word, to function as a ‘fixed’ word and only three choices were given.

## THE EFFECTIVENESS OF THE SPEEDY LINGO GAME

- A total of 80 pre-tests and post tests were distributed to a school in the northern state of Perlis to see if the use of Speedy Lingo aids in the memorization of synonyms, antonyms and homonyms
- There were 80 students from two classes of Year Four, 40 each, involved in this study. The students of each class were divided equally into two groups and given two sets of test each. The full mark for each test is 12
- Group 1 (Controlled Group) & Group 2 (Treatment) Group

## FINDINGS

Score	Number of Students	Percentage
12	28	70
11	8	21
9	4	9

Table 1 – Pre-test Controlled Group

Score	Number of Students	Percentage
10	7	17
9	5	13
8	7	17
7	10	25
6	3	8
5	5	13
4	3	7

Table 2 – Post-test Controlled Group



## FINDINGS

Score	Number of Students	Percentage
12	31	78
11	5	14
10	2	4
9	2	4

Table 3 – Pre-test Treatment Group

Score	Number of Students	Percentage
12	16	40
11	7	17
10	3	8
8	3	8
7	10	25
6	1	2

Table 4 - Post-test Treatment Group

## DISCUSSION

- Based on the students' feedback questionnaire, all of the students agree that Speedy Lingo helped them in learning homonyms, synonyms and antonyms faster than reading the notes:
- 70% of the students prefer playing Speedy Lingo with a friend.
- Moreover, 84% of them would like their teacher to use more games like Speedy Lingo in class.
- 72% of the students would like to play Speedy Lingo at home and 80% like to play Speedy Lingo many times.

## DISCUSSION

- Based on the findings of the study, it can be seen that the highest score for controlled group is 10 (17%) while for the treatment group is 12 (40%).
- 53% of the students from the controlled group scored 7 and below while the lowest score for the treatment group is 9.
- These findings show that majority of the participants were not able to memorize the homonyms, synonyms and antonyms of the words given.

## CONCLUSION

- Therefore, the use of Speedy Lingo helped students to learn and memorize the homonyms, synonyms and antonym faster since they can play it on their own
- Teachers also do not have to explain the answers since the self-check in Speedy Lingo helped students to check whether their answers are correct or not

# VIDEO

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THANK YOU

