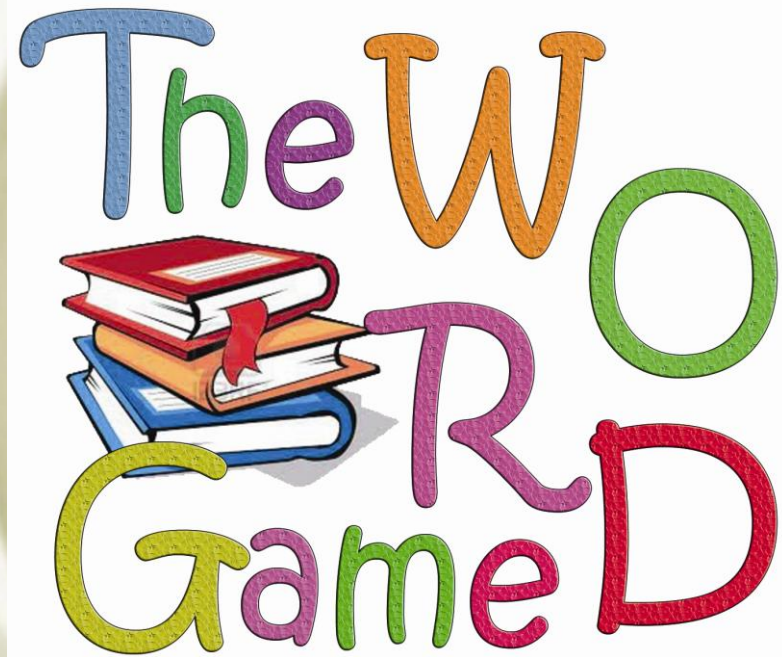


THE WORD GAME: AN OPTIONAL TOOL IN LEARNING ENGLISH VOCABULARY



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The WORD Game – The Prototype



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WHY BOARD Game?

This is the reason 😊



Why not as learning tool?

- Requirement to enroll in CC very low
 - Most of the students FAILED their English paper
- Students of CC limited vocabulary
- Motivation to help students increase their vocabulary to help ease communication obstacles
- Learning indirectly – lesser pressure

E.N.G.L.I.S.H

- Kumar (2009) claimed that English is important especially for communication, tourism and education.

Vocabulary - English

- If a student able to master and understand the grammatical aspect of language – **NOTHING** can be conveyed if he/she is lacking in vocabulary (David Arthur, 1972)
- The tendency to ‘breakdown’ during communication is high (Sijapatimagar, 2012)
- Stone (2012) claimed that vocabulary is the key to learning any language.

Board Games

- Board games – has been exploited as a tool to help students to facilitate their learning process
- Board games able to train students **to communicate, to learn to understand and react accordingly to instruction and learn the concept of turn taking** (Williams, 2010)

Board Games – Tool for Learning

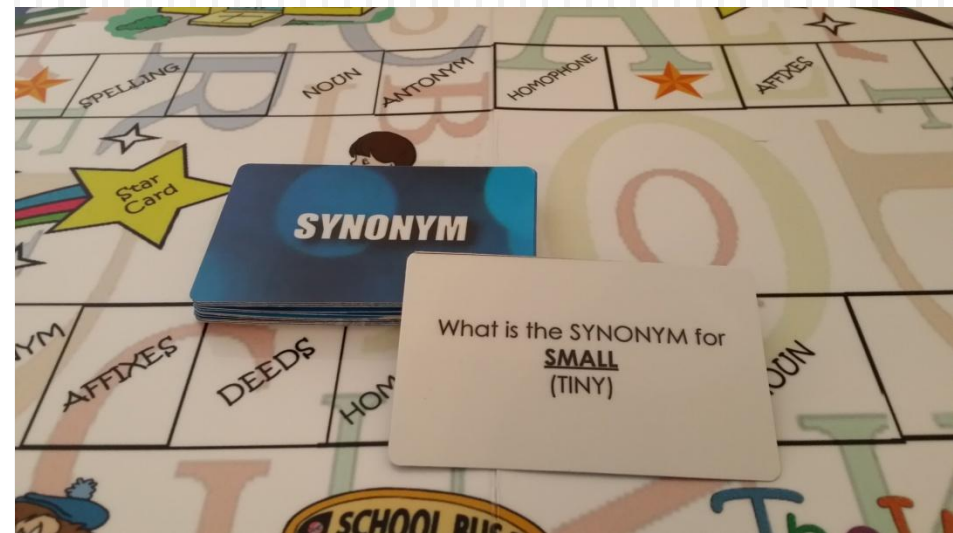
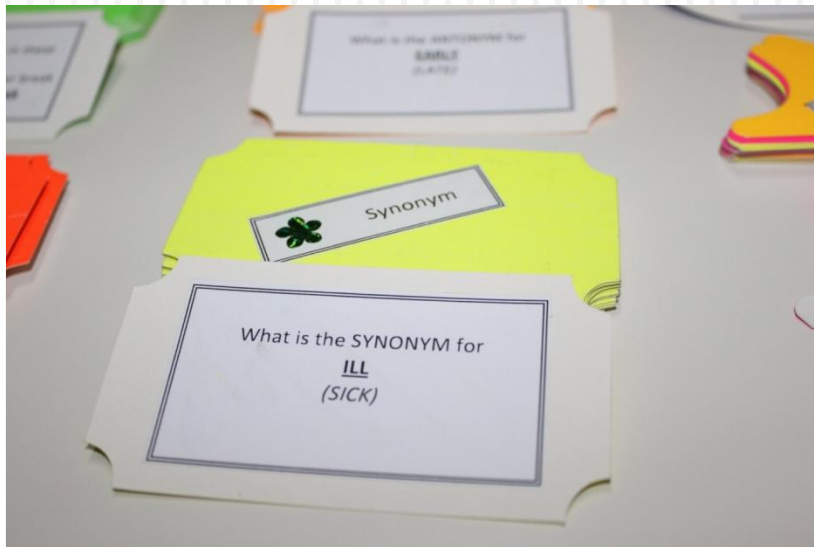
- Learning – a) absorb information, b) process, and c) store for future use (Nughuho & Haryadi, 2012)
- Dorn (1989), Michaels & Chen (2007) found that educational board games helped students to better understand

Why The WORD Game?

- Aimed to increase students vocabulary in unthreatening environment
- Indirectly learn to value points in hand
- Encourage students to make informed guesses and be able to take risk

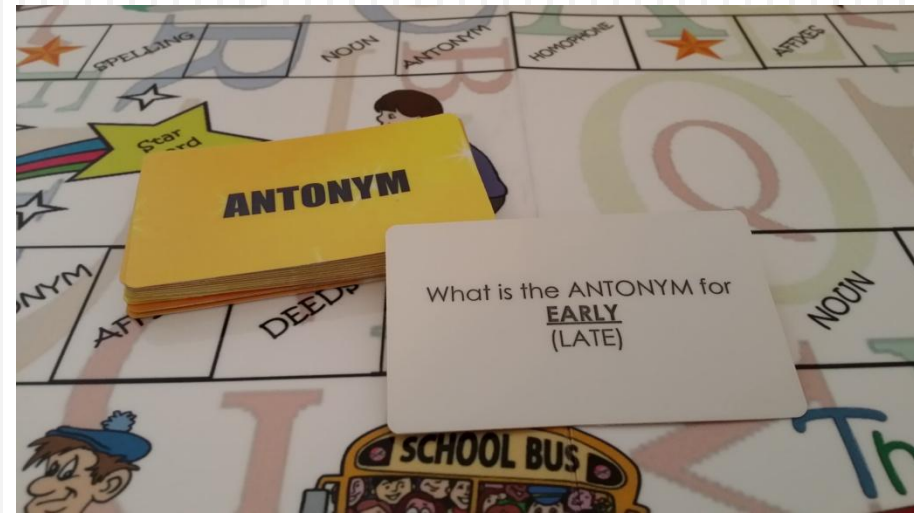
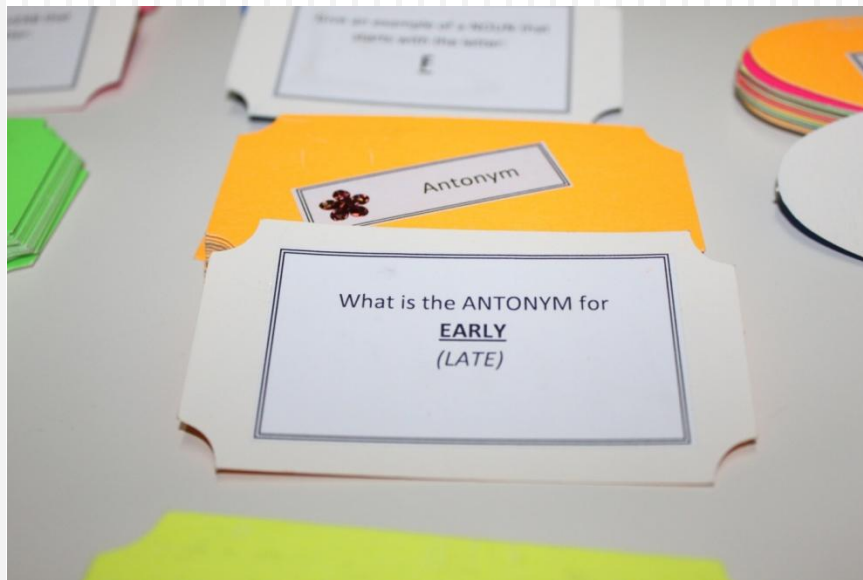
Elements in The WORD Game

Synonym



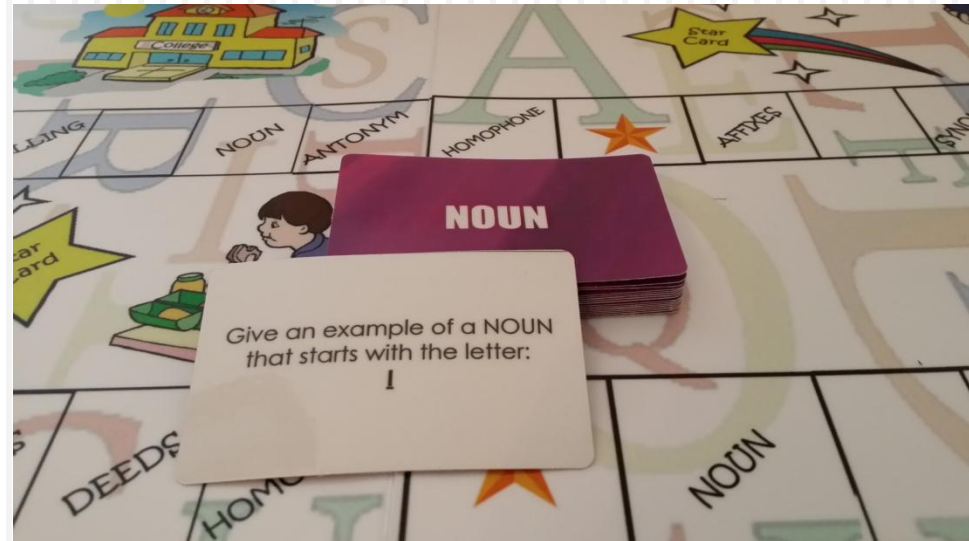
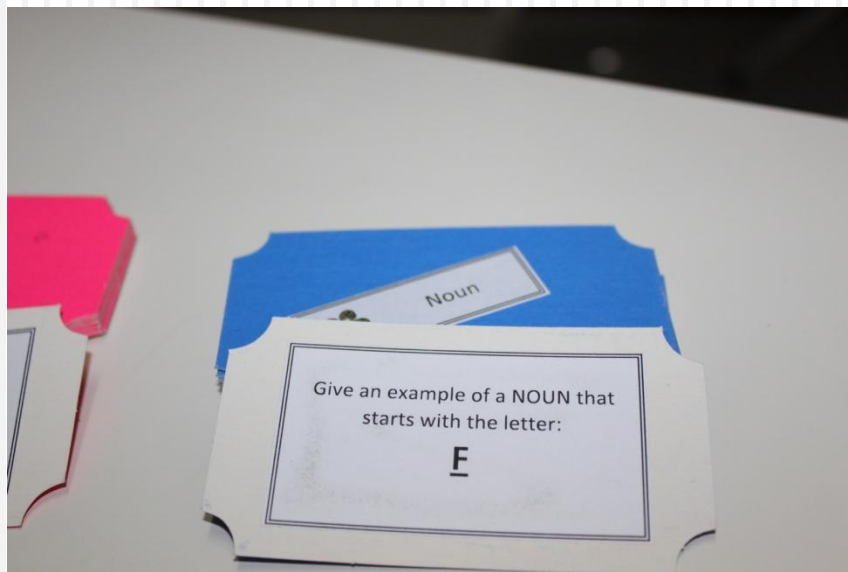
Elements in The WORD Game

Antonym



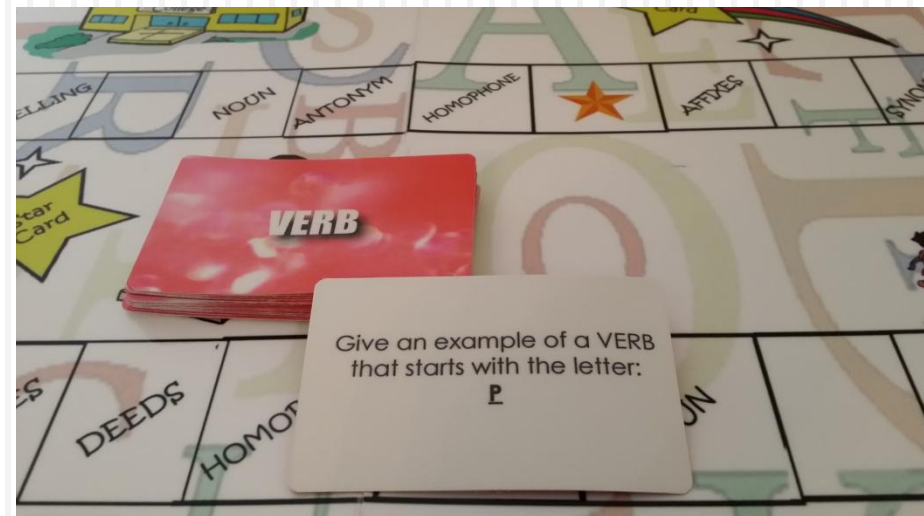
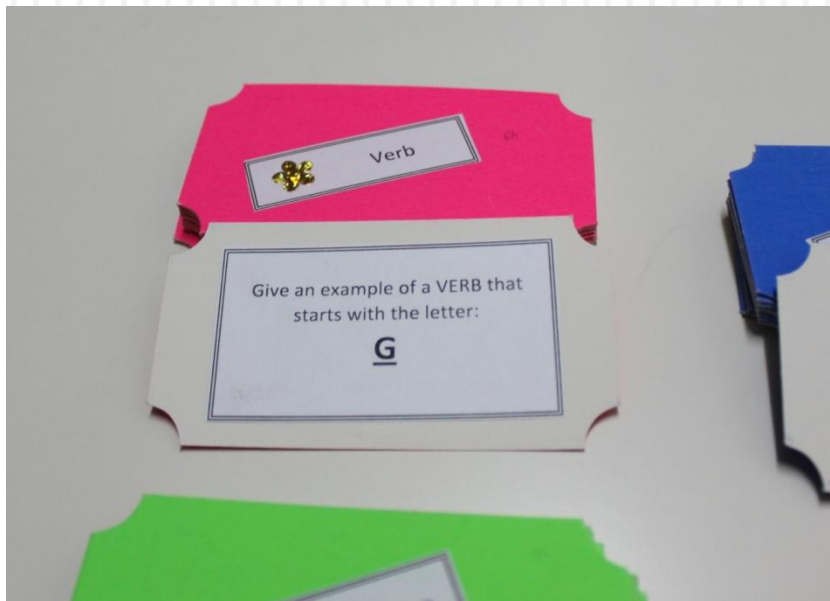
Elements in The WORD Game

Noun



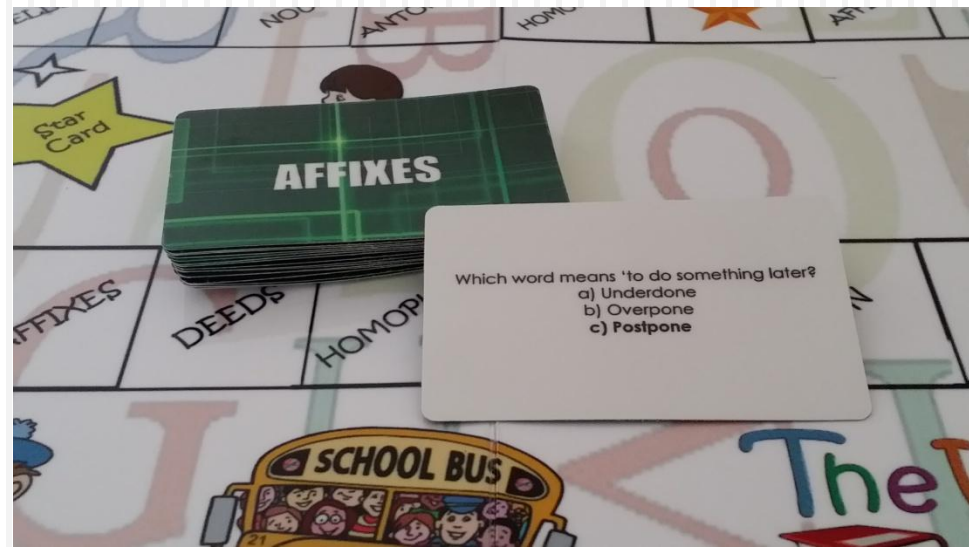
Elements in The WORD Game

Verb



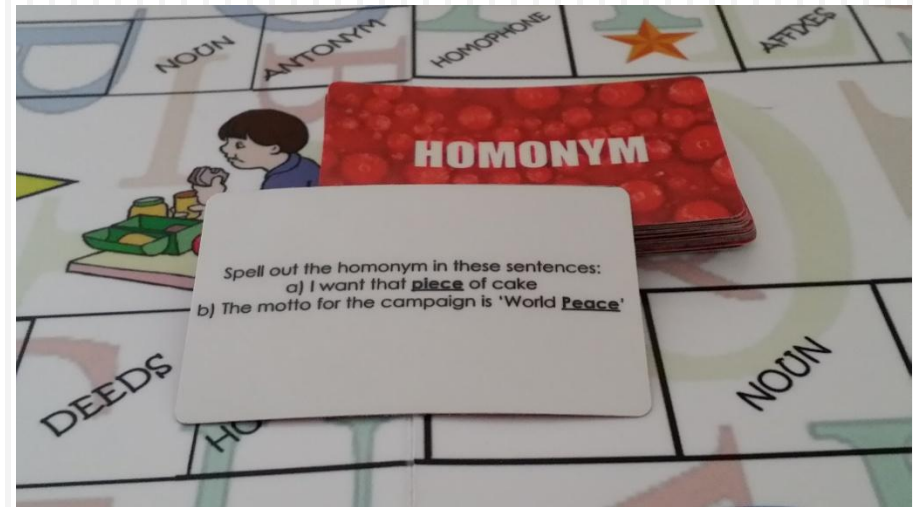
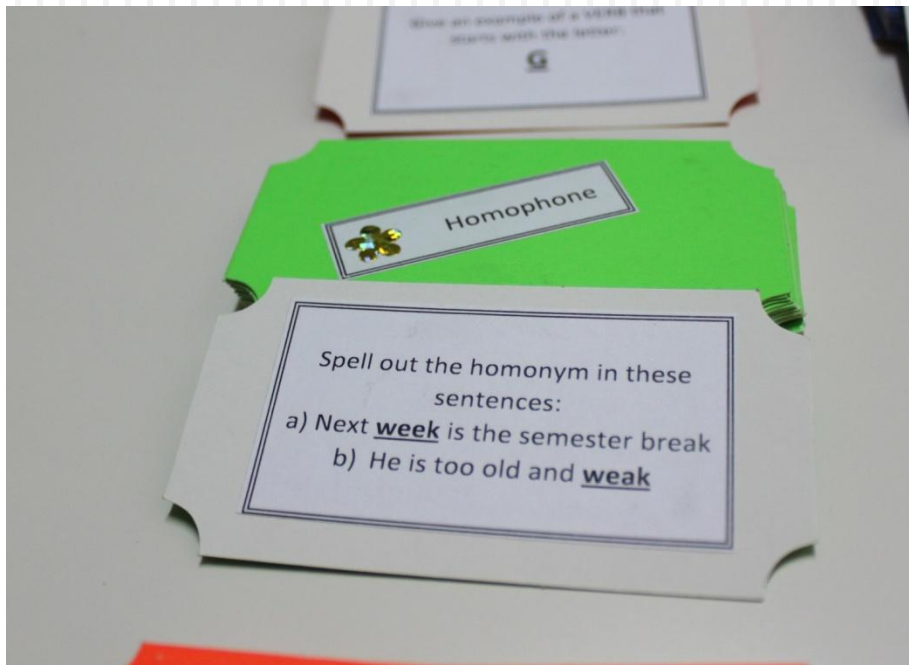
Elements in The WORD Game

Affixes



Elements in The WORD Game

Homophone



Elements in The WORD Game

Spelling



How to Play – *Star Card*

- Each STAR CARD carries a secret value: 1 point, 2 points, 3 points, 4 points and 5 points that counts towards your total points at the end of the game.
- Place the cards facedown on its designated spot on the board. Players draw one STAR CARD without looking at its value every time they stopped at the STAR CARD box on the board.

How to Play – **CARDS**

- Separate the cards into 7 decks: Antonym cards, Synonym cards, Homophone cards, Affixes cards, Noun cards, Verb cards and Spelling cards.
- Shuffle each decks and place each deck in the designated slots on Auditors' Tray.

How to Play – *Points and Pawns*

- Choose one player to be the auditor. This player is in charge for all the points paid **to** and **from** the bank.
- The auditor separates the points into piles by its value, gives each player 20 points (1 point x 4, 2 point x 2, 3 point x 1, 4 point x 1 and 5 point x 1), then puts the remaining of each point into the slots in the auditor's tray.
- Choose a pawn to represent each player

Antonym, Synonym, Noun, Verb and Affixes Spaces

- The auditor will read the instruction stated on the card.
- The player will have to provide the correct answer to the question asked.
- Every correct answer will **be awarded** with **1 point** and for every wrong answer the player **will have to pay** the bank **1 point**.
- For every wrong answer opens a window of opportunity for the other player(s) to answer and gain point(s) and sad to say the player(s) sometimes lose point(s). See **Bidding Answer**.

Homophone Spaces

- The auditor will read 2 sentences on the card and in each sentence contains one word that shared the same sound word but with different in meaning in the second sentence.
- The player will have to spell the words (that shared the same sound – that is why it is called HOMOPHONE!!!) from both sentences correctly.
- If one of the words is spelt incorrectly, the player has **to pay 2 points** to auditor and **vice versa**. Every correct answer will be awarded with **1 point**.

Spelling Spaces

- The auditor will pronounce the word stated on the card. The player will have to spell the word the correctly.
- Every correct answer will **be awarded** with **2 points** and for every wrong answer the player **will have to pay** the bank **2 points**.

Deeds Spaces

- If you stop this space, you have to follow the instruction as stated on the card.
- Players will gain or lose point(s) if their pawn stop on these spaces.

Bidding Answer

- If a player failed to provide the correct answer, the other player(s) has the opportunity to gain or lose (it's a bad bad thing) points. It's called Bidding Answer.
- The other player has to bid in order to provide the correct answer and the highest bidder wins. The minimum value to bid is 1 point and the maximum value is 5 points.
- If the player manages to provide the correct answer the bank will double the value the player has bided. If the player on the other hand fails to provide the correct answer, the player has to surrender his/her point(s).

Let's Play The Game



Methodology

- 24 students Computer Networking Certificate, Klang Community College
- They were required to at least play The WORD Game once
- Instrument – Questionnaire with 2 sections (A – Demographic data, B – The Experience of playing the game)

Recommendations

- 4 crucial skills in English language – reading, writing, listening and speaking
- Limit the answering time – chance for the player to bid and answer the respective question asked
- Bidding – no limitation of point and point for bidding to be presented right after the players aware of the task (elements in the game) to be completed

Conclusion

- The WORD Game – method that educators can use in the classroom
- Learning takes place subconsciously – learn at their pace
- Adaption to measure students ability to think creatively and critically in English

Conclusion

- Lessen students anxiety in learning a target language
- Students are more relaxed – cozy setting and unthreatening environment
- Board games – ‘to-kill-time’ tool but seen as medium to help students to develop a certain skill

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