Animal Planet Spelling Application

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SYNOPSIS

Animal Planet Spelling Application was created to improve spelling problem that occurs among pupils in Year 2 in my previous school. Spelling has become the most common problem faced by pupils as many would think that spelling is not as important as other main skills. Even though spelling is the most common basic problem faced by pupils, only a few researches have done on it such as Geber (1984) and Twum (2011) who studied spelling errors in the written grammar in writing English language. While Dunlop & Kling (1996) discovers that digital technologies are becoming one of the main priorities in the higher education development plan, and using technologies in class might serve as an appealing factor for schools to attract potential students. In fact, Tinio (2002) asserted that ICT has a tremendous impact on education in terms of acquisition and absorption of knowledge to both teachers and students through the promotion of active learning, collaborative and cooperative learning, creative, integrative as well as evaluative learning. Animal Planet Spelling Application helps pupils to enjoy the learning process, feel relax and have intrinsic motivation to learn and at the same time they gain knowledge from the game. According to Ministry of Education (2018) children feel safe and secure when they fully engaged in activities which they find enjoyable, and which stimulate their innate curiosity.

OBJECTIVES

Animal Planet Spelling Application was invented:

i.   To help pupils improve their ability to spell animals correctly through the use of "Animal Planet Spelling Application" in English class.

ii. To increase pupils' attention and engagement in learning spelling through the use of "Animal Planet Spelling Application".

iii. To improve teaching and learning practices of learning English language in the classroom.

INNOVATION ASPECT

Based on my previous school during practicum, I was offered to teach Year 2 Zamrud that consists of 16 pupils with mixed abilities and I found out that some pupils have difficulties in learning English language. One of the prominent

problems in learning English language is spelling. These are some problems that the pupils encountered in spelling:

i.   Most of the pupils in the classroom tended to spell the words wrongly in writing especially on vocabulary.

ii. Some of the pupils did not show interest in learning spelling.

iii. There were pupils that wrote unknown symbol to spell the word.

iv. Many of the pupils were reluctant to learn the correct spelling and they have bad habit of copying their friend's homework.

"*Animal Planet Spelling Application*" is a learning application that consist of interactive comic, fun fact, video song as well as various games on spelling. These elements are combined together in a platform, called Thunkable, to ensure that pupils do not get bored quickly by playing only one spelling game in the learning application. There are three sections for learning in the Thunkable. The first one is 'let's explore', followed by 'let's play' and the last one is 'fun fact'. figure 1 shows the home screen of the apps.

Figure 1: The home screen of the Animal Planet Spelling Application

In 'let's explore', the section is divided into two parts. The first part is a video song of animal spelling and the other part consists of an interactive online comic entitled "Animal Planet".

Figure 2: Let's explore section

Other than that, in 'let's play', there are four online web games which are Cospaces, Kahoot, ProProffs and Classtools. All these games require pupils to choose the correct spelling of the animals.

Figure 3: Let's play's section

The last section is 'fun fact'. This section functions as a platform for pupils to gain extra knowledge of the animals.

Figure 4: Fun fact's section

ADVANTAGES OF INNOVATION

Studies have shown that Digital - Game Based Learning is believed to be inherently engaging and intrinsically motivate players to learn and progress accordingly (Malone, 1982; Bowmann,1982; Provenzo; 1991). Digital games also seem to increase players' self-efficacy (Toprac, 2011), which in turn may increase their academic achievements. Furthermore, digital games have the ability to enable students to engage in interaction in TL (target language). This is important since the lack of TL usage may result in inadequate language learning. (Ofsted, 2011). Thus, based on the studies on the digital innovation above, it is proven that "*Animal Planet Spelling Application"* could bring a lot of positive impacts to the Year 2 pupils such as:

i.   Bring full participate and engagement in learning English language

ii.   Enhance output and comprehension of vocabulary as well as spelling

iii. Increase pupils' motivation to improve their spelling through learning application

SUCCESS OF INNOVATION

Based on the analysis of observation checklists and interviews, the Animal Planet Spelling Application seems to be useful for the pupils based on several findings. Firstly, the learning application is really applicable, effective and able to solve spelling problem among pupils because all the participants were agreed with that statements as shown in the pie chart in Figure 5 below.
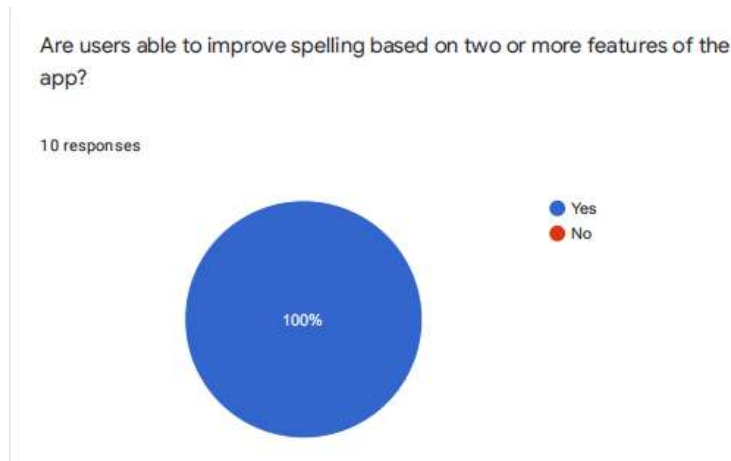

Figure 5: Pie chart of participants' response on the learning application

Besides, the analysis in Figure 6 and Figure 7 also show that the participants were agreed that this learning application have the potential to motivate pupils in improving spelling problem while using the learning application because the graphics, videos, sound as well as interfaces are captivating enough to catch pupils' attention and interest in using the learning application.
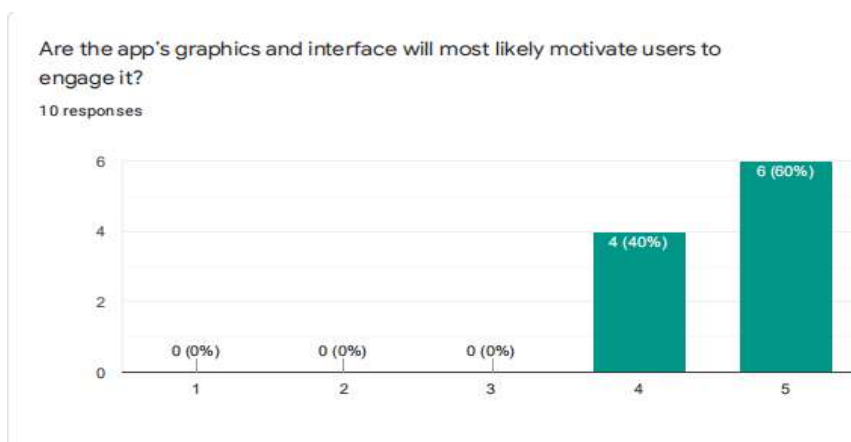

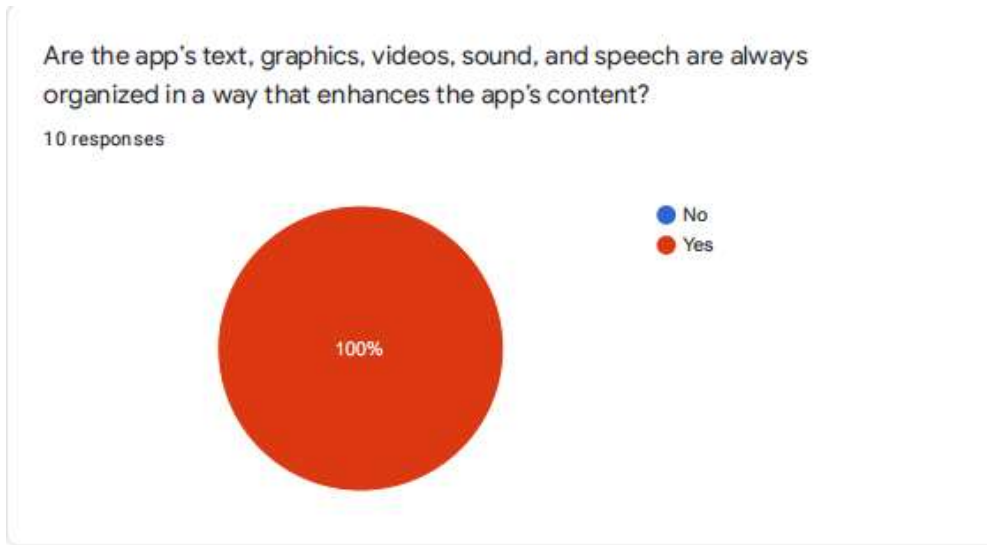Figure 6: Bar chart of participants' respond on graphic and interface of the learning application

Figure 7: Pie chart of participants' respond on graphics, video, sound ans speech of the learning application

Furthermore, most of the participants thought that this learning application is fun and interesting which may help the pupils in improving their spelling problem. Figure 8 shows some of the answers by the participants regarding their perception and thought about this learning application.
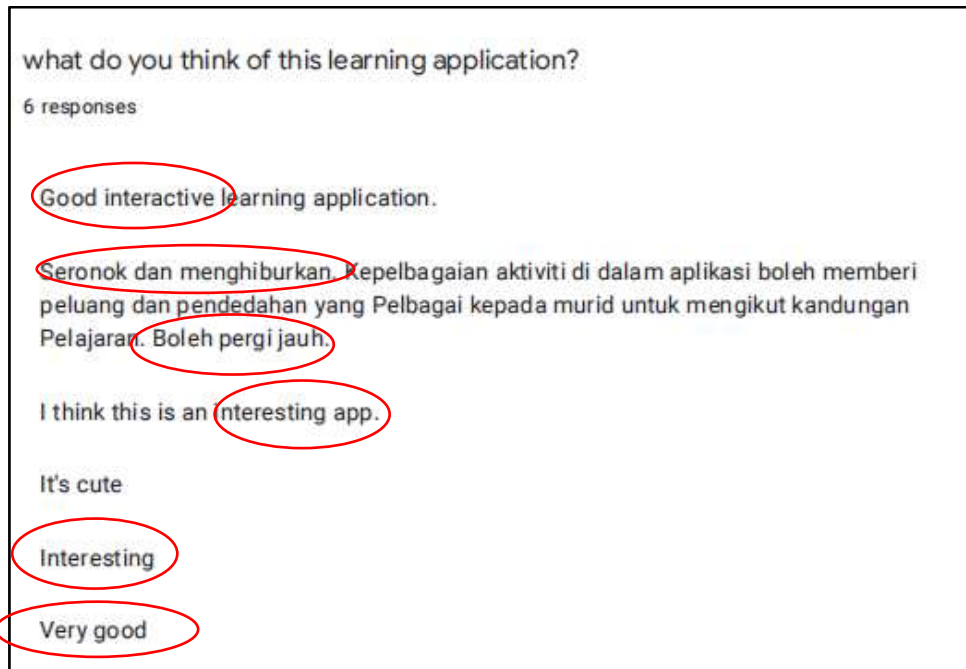

Figure 8: Sample of participants' answers on their thought about the learning application

However, based on the analysis in Figure 9, there were also some improvement that need to be done as the participants felt that this learning application was not good enough to engage the pupils immediately with no guidance because the instructions were not clear enough to help them to understand what this Animal Planet Spelling Application is all about. In fact, there were not much to explore in the application as it only contains several inputs and features which are video, games, online comics and several slides of fun facts hence pupils will get immediately bored when using this learning application.

Are users able to engage the app immediately with no guidance?
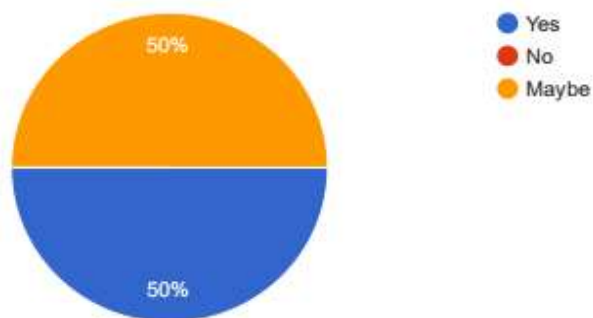
10 responses

Figure 9: Participants' responds on the engagement of the application