

IC-002

The Development of Academic Achievement in English Grammar about Past Simple Tense by Using Learning Package Combined with Game of Mathayom 2 students at Mattayom Wat Makutkasat School

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ABSTRACT

The purposes of this classroom action research were 1) to compare the student's learning achievements in English grammar about past simple tense after using learning package combined with game compared to the 50 percent threshold. 2) to study the extent of students' satisfaction towards using learning package combined with game. The sampling group was 20 Mattayomsuksa 2/2 students at Mattayom Wat Makutkasat School, who enrolled in the second semester of the academic year 2023. The sampling group was selected from simple random sampling. Research instruments included 1) 6 lesson plans using learning package combined with game, 2) learning package combined with game 3) achievement tests, and 4) satisfaction questionnaire toward the use of learning package combined with game. The data were collected and statically analyzed by mean, percentage, and standard deviation. The research result revealed that after using learning package combined with game, the mean score was 13.20 which is 66 percent and the standard deviation was 4.18. 16 students passed the 50 percent threshold. 4 students did not pass the threshold. Therefore, most of the students' achievement scores reached the purpose of the study. In addition, the mean satisfaction was 4.39 or at the high level.

Keywords: Academic Achievement, Learning Package Combined with Game, Learning Satisfaction

Introduction

Education is considered the heart of national development and is the necessary foundation for human resource development. Therefore, Education is an important variable in increasing equality in society. Moreover, it increases the opportunity for people in society to have better careers, which expands the economic growth and prosperity of the country. Nowadays, the economy and technology are changing rapidly. Thus, adapting to the world situation by developing the methods of managing learning is an effective way to cope with the changes (Ministry of Education, 2001). In the 21st century, English is regarded as an international language and a communication tool for the world's population. It has been determined to be in the learning standards of the Basic Education Core Curriculum, B.E. 2008, which is the subject that students must learn throughout the curriculum (Ministry of Education, 2008). Dewey, 1997 describes that humans often learn by performing various activities. Learning occurs when people have the freedom to participate in activities that are meaningful to them. Therefore, education should focus on giving importance to students' learning process rather than teachers' knowledge and abilities. Students must be supported or encouraged to use the process of creating practical experiences. The teacher has a role in organizing or preparing meaningful experiences for students. This concept is the origin of learner-centered learning that emphasizes having students participate in learning activities as much as possible.

From entering the student teaching practice, it was discovered that the English grammar achievement of most learners was not yet up to the specified criteria. After organizing the learning and post-testing of the previous content, it showed that the students should receive development in the knowledge of English grammar because most students are still unable to construct sentences according to the correct structure. They need to understand more about the principles of using Tenses in English correctly. As well as selecting words and word order according to the correct sentence structure. The cause of this problem may be because learning media still does not respond to the needs of the learners. Hence, teachers must improve and develop learning media to suit the content and learners.

From such problems and importance, the researcher is committed to searching for appropriate solutions to develop students' grammar achievement. It was discovered that learning by using learning package combined with game is an interesting way of developing academic achievement in English grammar about past simple tense because the learning package helps students learn efficiently. It is a learning media that presents knowledge step by step, so the students can understand the lesson clearly. furthermore, the students have the opportunity to express

their opinions, practice, make decisions, and act on their own. As well as being able to arouse students' interest very well since the learning package combines various media to become a set of interesting learning media (Sirinapa Itsuwansilp, 2005). In addition, using games in teaching and learning is a combination of knowledge and fun, which helps learners enjoy learning. Putting students in a relaxed state is different from the regular teaching method, which causes stress among students. Anxiety blocks cognition and affects student's minds. On the other hand, learning by using games can encourage reactions, promote understanding and memory, and enhance students' learning motivation (Thapanon Suwankanit, 2017). From the research on Developing Academic Achievement in English Courses about the Use of Verb to be in The Present Simple Tense by Using English Skill Exercises with the Use of Snake and Ladder Game Together for Secondary student 1, Nida Suksa School, La-ngu District, Satun Province, it was found that after organizing learning by using English skill exercises with the use of snake and ladder game, Students have an average score above the 80 percent threshold. After studying by using the English language exercise with the snake ladder game the students had an overall average score of 80 percent higher than the criterion. 12 students had a score higher than the criteria of 80 percent of the number of 12 students and 3 students had a score lower than the criteria of 80 percent. The research shows that studying with English language skills exercise with Snake and ladder game can improve students' English learning achievement (Suphannee Mardysoh, 2020).

Therefore, the researcher is interested in studying about the development of academic achievement in English grammar about past simple tense by using learning package combined with game of Mathayom 2 students at Mattayom Wat Makutkasat school to compare the student's learning achievements in English grammar about past simple tense after using learning package combined with game compared to the 50 percent threshold and study the extent of students' satisfaction towards using learning package combined with game. Nevertheless, learning management should be consistent with the actual situation. Language learning should include a variety of activities. The foreign languages department not only builds strength in the use of foreign languages but also aims to cultivate students to have a good attitude towards foreign languages.

Purposes

- 1) To compare the students' learning achievements in English grammar about past simple tense after using learning package combined with game compared to the 50 percent threshold
- 2) To study the extent of students' satisfactions towards using learning package combined with game

Research Methodology

1. Population and Sample

1.1 The population for this study was 31 Mattayomsuksa 2/2 students at Mattayom Wat Makutkasat School.

1.2 The sampling group for this study was 20 Mattayomsuksa 2/2 students at Mattayom Wat Makutkasat School. The sampling group was selected from simple random sampling.

2. Research Instruments

2.1 English lesson plans using learning package combined with game based on the 2W3P concept on Past Simple Tense. Consists of 6 lesson plans for 6 class periods, 50 minutes per class.

2.2 Learning package combined with game consists of 1 book and 3 learning boxes. There are two games used in the learning package: Kahoot Game and Wordwall Game.

2.3 Achievement exam about Past Simple Tense is a multiple-choice exam containing 20 items.

2.4 Satisfaction questionnaire is a 5-level rating scale questionnaire based on the Likert concept.

The questionnaire has 10 questions.

3. Data Collection

In terms of data collection, the researcher proceeded in the following order of steps:

3.1 Collected and read documents and research on the Development of Academic Achievement in English Grammar by Using Learning Package Combined with Game.

3.2 Developed the research instruments and let the 3 experts check the IOC value.

3.3 The researcher taught students according to the lesson plan on Past Simple Tense.

3.4 Students take an achievement test after studying by using learning package and completed a satisfaction questionnaire.

4. Statistics

4.1 Used Percentage (%) to analyze post-study achievement test scores compared to the 50 percent threshold.

4.2 Used Arithmetic Mean (\bar{x}) to analyze satisfaction level scores.

4.3 Used Standard Deviation (S.D.) to analyze satisfaction level scores.

Results

1) English grammar achievement scores on Past Simple Tense of Mathayom 2/2 students at Mattayom Wat Makutkasat School after using learning package combined with game compared to the 50 percent threshold, the mean score was 13.20 which is 66 percent and the standard deviation is 4.18. 16 students passed the 50 percent threshold. 4 students did not pass the threshold. Therefore, most of the students' achievement scores reached the purpose of the study.

2) Results of the study of satisfaction levels of Mathayom 2/2 students at Mattayom Wat Makutkasat School regarding learning management using learning package combined with game, it was found that students were satisfied at a high level ($\bar{x} = 4.39$, S.D. = 0.71). When considering each aspect, in terms of learning management, it turned out that the thing that students were most satisfied with was that "The teacher assists and gives suggestions if students have questions" ($\bar{x} = 4.45$, S.D. = 0.74). In terms of learning media, "The learning package combined with game helps students understand the English grammar of Past Simple Tense" gained the highest satisfaction ($\bar{x} = 4.60$, S.D. = 0.66).

Discussion

The study results can be discussed according to the research objectives as follows:

1) In this research, English grammar achievement scores on Past Simple Tense of Mathayom 2/2 students at Mattayom Wat Makutkasat School after using learning package combined with game compared to the 50 percent threshold, the mean score was 13.20 which is 66 percent and the standard deviation is 4.18. 16 students passed the 50 percent threshold. 4 students did not pass the threshold. Therefore, most of the students' achievement scores reached the purpose of the study. The researcher used learning package combined with game to organize learning activities. The learning package is designed to have a variety of elements. Therefore, students become more interested in the content. In addition, students could develop higher thinking because they had the opportunity to practice on their own. As a result, most students' achievement achieved the study's purposes. This is consistent with the concept of Wanvisa Praphasri (2018) describes that learning package is a ready-made learning media that is an innovation produced by teachers. It includes the title, descriptive words, objectives, content, activities, and learning measurement and evaluation. There is a teacher who provides advice and guidance so that students can follow the steps until the objectives are achieved. Moreover, it is in line with the concept of Wasana Chawha (1979), who mentioned that learning package is the use of various media combined to create multimedia to produce knowledge and experience for students according to the learning objectives. In this study, the researcher has integrated games into the learning package for use in organizing learning. There are two games, which are the Kahoot game and the Wordwall game. This is consistent with the research of Narumon Phongsarong (2019) who found that the achievement in learning English grammar by using writing skill exercises and knowledge testing games (Kahoot) of students after studying was higher than before, which was significantly different at .05 level due to the use of games in learning management can stimulate students' interest very well. Students are more open to new knowledge and the learning process if they are in a relaxed and fun atmosphere. During learning, each student focused on the content that the researcher had combined with the game, which was in line with the idea of Thapanon Suwankanit (2017), who stated that using games in teaching and learning is a combination of knowledge and fun, which helps learners enjoy learning. Putting students in a relaxed state is different from the regular teaching method, which causes stress among students. Anxiety blocks cognition and affects student's minds. On the other hand, learning by using games can encourage reactions, promote understanding and memory, and enhance students' learning motivation.

2) Results of the study of satisfaction levels of Mathayom 2/2 students at Mattayom Wat Makutkasat School regarding learning management using learning package combined with game, it was found that students were satisfied at a high level. When considering each aspect, in terms of learning management, it turned out that the thing that students were most satisfied with was that "The teacher assists and gives suggestions if students have questions." Second, "Teachers have methods for conveying knowledge that is easy to understand." Third is "The activities are appropriate to the content." In terms of learning media, "The learning package combined with game helps students understand the English grammar of Past Simple Tense" gained the highest satisfaction. Followed by "The learning package is modern and interesting." and the third is "The games used for learning are consistent with the content and fun." Since the content and activities within the learning set are diverse. The content is clear and convenient to use. Therefore, students can learn through the learning set in a fun and easy-to-understand way. This is consistent with the idea of Brown (1973), which states that a learning kit or teaching kit is a set of multimedia that has been produced to help organize teaching and learning effectively. Learning kits contain a variety of elements, such as transparent images, film, scripts, portraits, posters, slides, and charts. Some

kits may consist of only documents. It is also a program that has instructions for students to learn at their own pace. Furthermore, the researcher has used games that are consistent with the content to support learning. As a result, students learn the content with enjoyment and fun. This is consistent with the idea of Pho and Dinscore (2015), who stated that game-based learning uses the psychology of motivation as the base of the game. It allows students to participate in educational media by playing games. The game has an unlimited variety of formats. Game-based learning is not only about creating games for students to play but also games must be designed to be connected to learning activities that can stimulate thinking, provide guidance, and provide final goals for learners.

Conclusions

It can be concluded that using a learning package combined with game is a functional method for developing academic achievement in English grammar about Past Simple Tense. It helps students understand the grammar of Past Simple Tense better because the learning set has comprehensive and useful content. It is also a modern, interesting media that can stimulate students to effective learning. Additionally, using learning package combined with game can extend students' satisfaction. The learning package is designed to let students participate in the learning process as much as possible. Therefore, it stimulates students to be more interested in the content and gives them a more positive attitude towards English subjects.

Recommendations

1. Implication of the Study

1.1 Teachers have to choose activities used in the learning package that are appropriate to the age of the learners. It should be an activity that is not too difficult and not too easy. In addition, it must respond to students' interests.

1.2 Teachers should select a variety of games. The game must be fun and have appropriate content. It might be a game that all students can play together in class to allow students to participate in learning activities and encourage all students to gain knowledge by playing games.

2. Recommendations for Future Research

1.1 There should be further research to study the use of learning package combined with game to develop other specific English language skills such as listening, speaking, reading, and writing.

1.2 Learning management by using learning package combined with game should be applied to other subjects to develop higher academic achievement.

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