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INTERNATIONAL CONFERENCE OF
RESEARCH ON LANGUAGE EDUCATION 2023

**EMBRACING CHANGE:
EMANCIPATING THE LANDSCAPE
OF RESEARCH IN LINGUISTIC,
LANGUAGE AND LITERATURE**

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*Physical and Online Conference***

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TOODLES: FLASHCARDS FOR CHILDREN

Thaqifah Binti Mohd Shaidi¹, * Isma Izza binti Mohamad Esa²

^{1,2}Academy of Language Studies, Universiti Teknologi Mara, Cawangan Melaka

¹thaqifahshaidi12@gmail.com

²ismaizza@uitm.edu.my

*Corresponding author

ABSTRACT:

Children start to learn things at a very young age. Part of the things that they usually learn during their period of learning new things include observing, watching, responding, playing or reading, and that is why it is crucial to let them be engaged with their surroundings. One of the best ways to allow them to learn new things is by using flashcards as this will develop their motor skills involving reading and watching. Thus, to create flashcards as “Toodles” is seen as an effective way of promoting learning but in a fun way. Children can use these flashcards as guidance for them to know the things around them. They would also be able to picture the real version of the images and to memorise the words stated in the flashcards as it is very simple and suitable for their ages that is range from 4 to 6 years old.

Keywords: Children, reading, watching, fun

1. INTRODUCTION

Toodles is the flashcards consisting of vocabularies and graphic illustrations that involves the theme of nature and technology that are related to a child’s point of views especially from the age of 4 to 6 years old in the world nowadays. Teaching children that does not use media or fun methods is considered less able to optimize the psychological, physical and sensory functions of children who are in the growth of rapid development (Hapsari, Ruhaena, & Pratisti, 2017). Thus, by creating flashcards that contain images and symbols or even simple words would help them know and recognise objects around them as children at these ages are more accustomed to playing and learning in a fun way. Through this flashcard game method in the learning process, it is expected to be able to improve the ability to begin reading at such early age. The genre of this flashcards is non-fiction and factual as it shows images of things that exist in the real world in an illustration version.

The word *Toodles* as stated above as the name of this project comes from the combination of the words “toddlers” and “doodles”. The name does fit the concept of children as they basically love to draw things around and the sound of the title itself sounds adorable, so it will help to attract the attention of their parents to know more about these flashcards. The parents would be able to print out the flashcards and utilise them to teach their children at home in their own way that they find suitable and enjoyable.

1.1. Project Purpose / Objective

This project is to promote improved reading amongst the younger generation with the language skills by testing the ability of distinguishing what type of speeches the flashcards are such as adjectives, noun or even verbs. Next, this project aims to train the mind of a child in

memorising things by practicing memory retrieval and this project can help them have the interest in learning more by using creative approach such as identifying images shown of the cards. Objectives of the project include:

- To create YouTube videos with specific theme for each one of them.
- To teach children from the age of 4 to 6 years old.
- To reach the numbers of at least 15 watchers in each video.

1.2. Entrepreneurial Opportunities

This flashcard has the potential to be published on platforms such as the YouTube, Instagram and many others social media platform. As for the time being, these flashcards are only available on YouTube and a website in which they are downloadable for the parents at home. The reason why they are only available on those platforms for now is due to make sure the parents can easily access them. These flashcards are promoted through social media platforms such as Instagram and WhatsApp. The income for this project is yet to be generated as for now they are free for anyone specifically parents at home to print them out. However, if the flashcards got a lot of positive feedbacks and the demands become higher, it may have the potential to be sold. The flashcards themselves have 8 categories of vocabularies that contains images and words so it can be sold by RM10 per set. Finally, it can be said that these flashcards have the potential to earn more profits if it can be sold or even by taking into consideration of the feedbacks regarding on how they can be more improved to be more attractive amongst other flashcards that are available nowadays in the market.

2. METHODOLOGY

This current project uses cumulative method in which questionnaire is provided to 26 respondents that consists of mostly parents to collect information regarding this particular topic. Then, a Gantt chart as well as the flashcards were created using an application called “Canva” in which images and words were added to the flashcards. As soon as this project was approved, a prototype of the flashcards were printed out and were given out to friends and other people such as parents. After feedbacks were gained regarding them, there were few amendments being made, guided by the feedbacks.

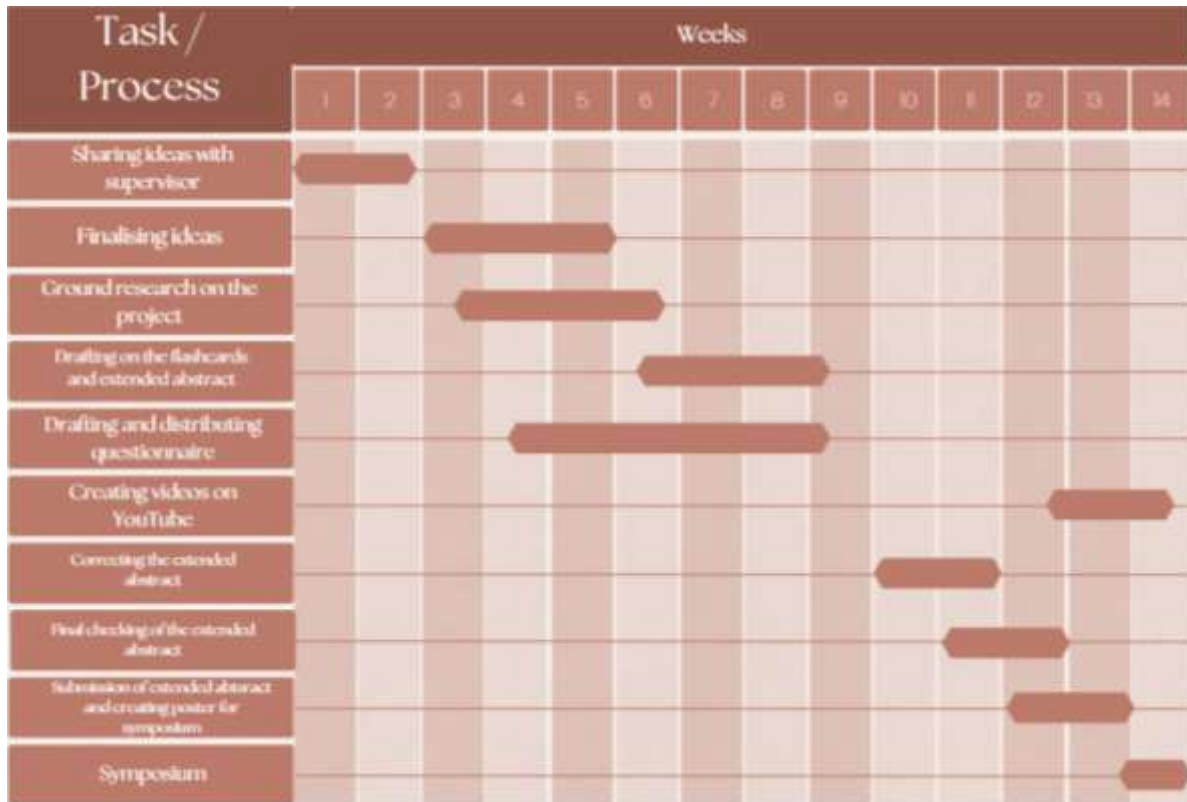
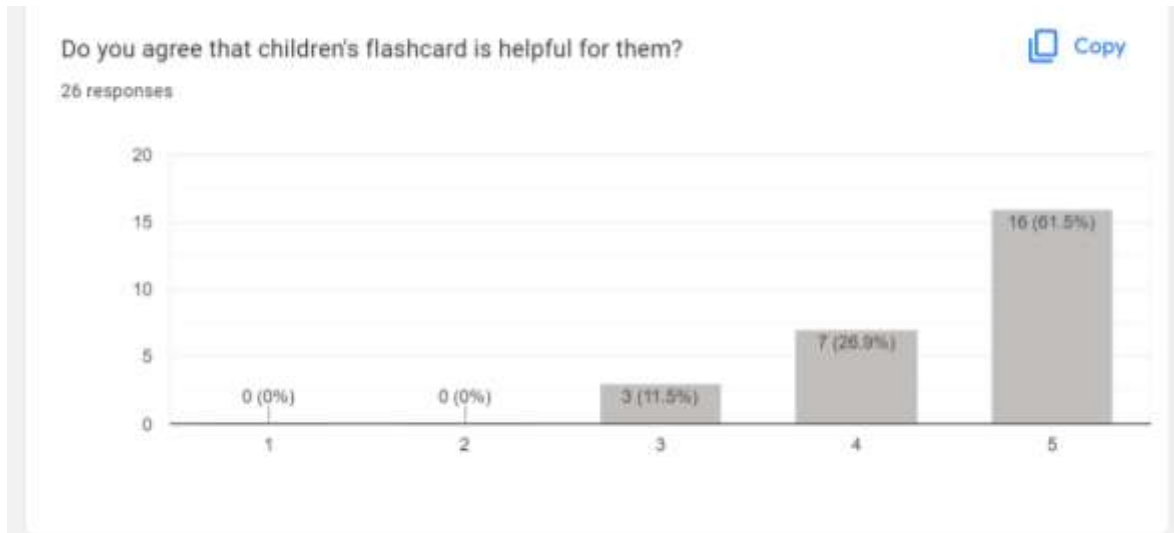


Figure 1: Gantt chart of the process regarding the project

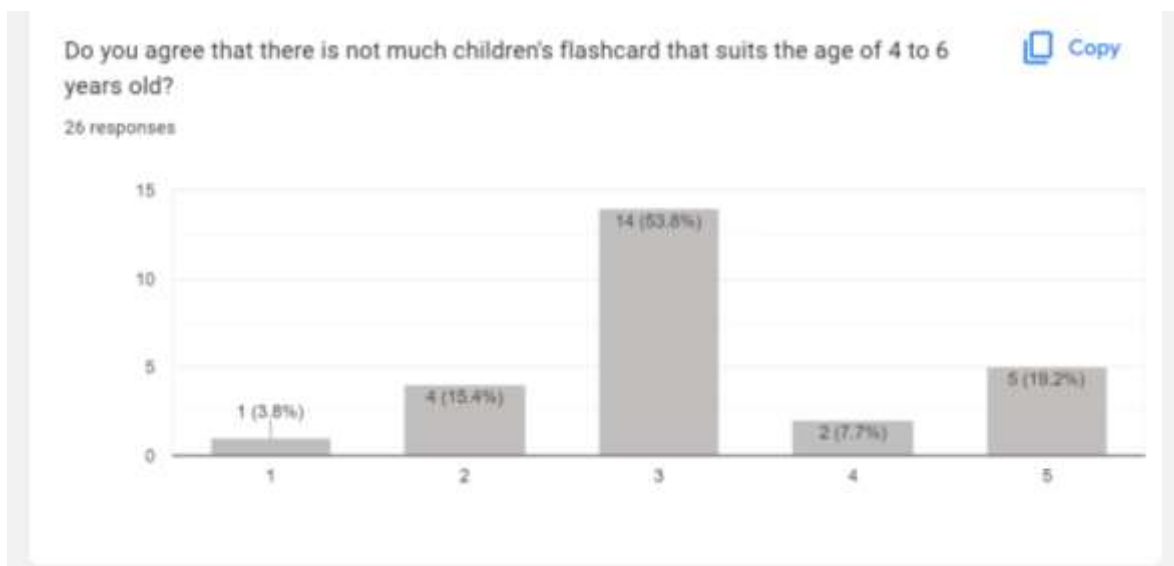
As shown in the Figure 1 above, the Gantt chart shows the timeline in which it takes time from the beginning of the semester. It started off with the meeting with supervisor, on whether this project can be executed or not and a lot of other advice and feedbacks were gained in order to make sure the project itself can be executed well. On top of that, the hardest part throughout the whole process of this project would be creating videos on the YouTube. The reason why it was difficult as it requires editing that could attract children to watch them and to not exceed the time limit of 2 minutes and 30 seconds as children have short attention spans, so the videos were made just in the right amount of time that they can be truly focused. Moving on, much feedback were given through the Google Form in order to know what society especially parents, think about this project and the flashcards. Amendments were made after gaining those feedbacks such as the respondents are curious to see the flashcards and how it can suit the mind of their child.

4. PROJECT AND DISCUSSION

A questionnaire was provided in which the form started with 4 sections of personal questions regarding the respondents' education backgrounds, ages, statuses and gender. Then, the questionnaire continues with 8 sections of questions regarding the project conducted and their perspectives of the flashcards.



Almost half of the respondents (61.5%) responded by agreeing that the children's flashcards are an education method that helps them, but a few (11.5%) disagree with the ideas of using flashcards to teach children.



Moving on to the materials of flashcards available that suits the age of 4 to 6 years old, half of them (53.8%) answered this question by agreeing that there is not much material that can be found in stores or even online.

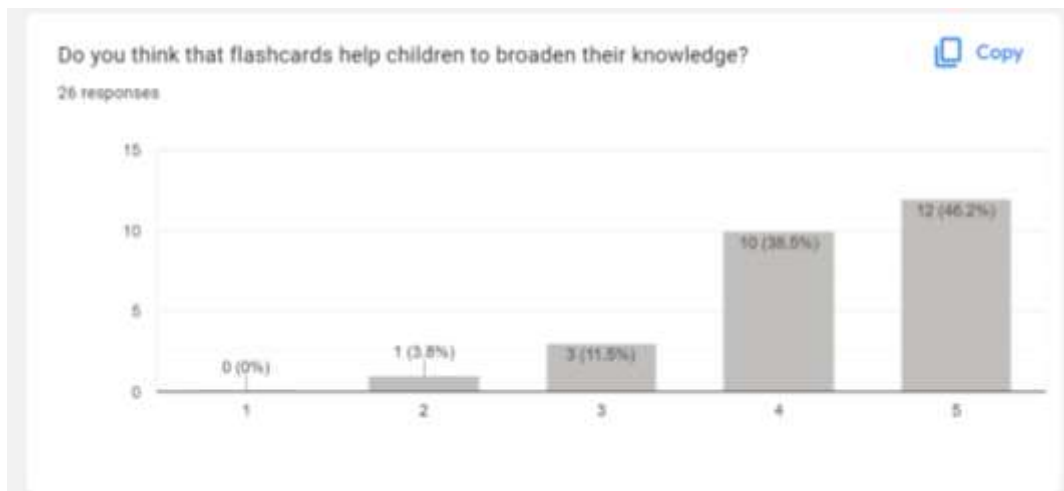


If you agree, why do you say so? (a detailed answer would be very helpful)

26 responses

-
- i don't.
- Because children nowadays learn through their tablets and not through physical learning materials
- Because there is not a lot of fun educational material made for kids age 4-6 years old.
- Im in the middle.. Actually in FB has many a lot of softcopy of flash card but we need to print a s laminate. Have a contra to buy and print out.
- cant find it that much
- Utk tambahkan pengetahuan.
- idk haven't seen much of it

An open-ended question was given to gain information on why they agree that flashcards are helpful, however some of them completely disagree as they find that using tablet is more convenient and few were unsure about the utilisation of flashcards for education.



Lastly, reaching almost half (41.6%) of the respondents agreed that flashcards help in gaining knowledge as when they use it, it helps to develop their learning skills in identifying object and things around them. This can also teach them regarding learning new things that they might have not seen before or they have but yet to know what they are.

4. CONCLUSION

To conclude, the initial period of the project being executed was quite a challenge as researches and analysis have to be searched in order to make sure the project can be conducted well and supported by the researches that were done way before regarding the topic. The project itself managed to reach its objectives from the amendments and feedbacks gained throughout the whole timeline of this project. This project was executed by observing the materials used for children nowadays, and the suitability and relation of their minds and perspective. This project

aims to produce materials that are suitable enough for the children's ages as they may all be in the children phase but their minds work differently throughout the time of them growing up as well as to create materials that can be easily searched and used. Thus, the biggest highlight of this project is to help them learn and slowly exhibit the interest of reading from a young age.

Finally, challenges are always there but take them as a gift for us to grow better and learn better as the saying says "There will be no success without failures, and the truest failure is when you give up before reaching the finishing line". The feedbacks and amendments that were made exist for many reasons and without them we will never know if what we did is actually correct because if there is only us doing a project without trying to ask around, the project itself will only be through our perspectives and not others. By taking into consideration of what the surrounding have to say, we can thrive for the better and produce a better work in which will help us in the near future.

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