FRAMEWORK DEVELOPMENT FOR ENGLISH PORTAL FOR 6 YEARS OLD

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ABSTRACT

Since English is a language that is widely utilized in communication on a global scale, speaking English is so important. Through this English portal, students can enhance their English speaking, listening, writing, and reading skills in a controlled and interactive environment. This comprehensive approach strengthens students' language skills while also helping them become more fluent and understanding. The six-year-old "English Portal" system is a ground-breaking and significant early childhood education project. The portal is a groundbreaking and significant effort in early childhood education. Through a smooth integration of learning and fun, the system hopes to completely transform how young students interact with the English language. This project is important because it can provide children with a thorough, engaging, and joyful learning experience that will help develop their foundation in language. With its all-encompassing approach to language instruction, the program plays a critical role in providing students with the tools they need to successfully communicate in a global setting. This E -history application is being developed with the use of the ADDIE approach. A Gantt chart was utilized for this project to forecast the estimated time and ensure that the deadline was met.

Keywords: e-learning, ADDIE model, English education, portal, courseware

Introduction

The current method of studying English still entails attending topic classes on a daily basis in the traditional way. But in this new digital world, it can often be challenging for young children to fully engage in and prepare for English language acquisition using this traditional learning approach. Nearly all students now own a device, indicating children's growing affinity towards technology. There are numerous ways that using technology in the classroom can engage kids' senses.

Today's issue is that traditional classroom instruction might occasionally find it difficult to properly engage students and get them ready for the acquisition of the English language. This came about as a result of the significant changes made to the contemporary learning environment. English instruction in traditional classrooms overemphasises the role of the instructor by placing them at the centre of everything and primarily relying on what the students have learnt in class. As a result, students

play a passive role. Students participate passively in class education because they have different interests and paces, and professors are unable to accommodate every student's demands. Elcullada et al. (2021) claim that traditional teaching methods are still used in schools, with the teacher presenting the subject and the pupils being expected to pay attention and comprehend. Online learning or learning using information technology might be one of the learning solutions in the current rising trend.

Besides that, lack of concentration as well as an over-reliance on written or printed assignments that don't involve students in any way. According to Chou et al. (2017), less interesting learning for students can have an impact on lack of motivation and interest in learning new things. High motivation in learning is one of the keys to success in learning new things. The lack of student learning motivation is one of the problems that needs to be solved by giving new learning trends. The flexibility and customisation that interactive e-learning platforms provide are absent from paper-based tasks. People learn at different rates, and interactive technologies can adjust to meet those requirements by offering more challenges or support when needed.

This English Portal is design especially for years six children. Clothes, transportation, and animals are the three primary themes from the English Language syllabus core of this portal. There are exercises and notes available for the students on every topic. This portal's content was provided in Malay-English. This approach might aid students in improving their English language skills and teaching them how to form cohesive sentences. On e-learning platforms, students can get a range of resources that could help them learn better, such as exercises, notes, quizzes, and interactive lectures. Students can gain a thorough comprehension of the subjects being taught by approaching learning from multiple angles. E-learning interface design is an essential element that needs to be enhanced in order to facilitate communication between the system and users (Nordin et al., 2021).

Literature Review

Teaching, the process of ingraining moral principles in the mind, or character development are further definitions of education. Definition of education is the act of teaching, the practice of instilling moral values in the mind, or the development of character (Abosede & Sotonade, 2022). Education also made a big difference in a country's progress. Countries that did not prioritize education faced the danger of lagging behind those that did. A country's growth might be determined by looking at the percentage of its inhabitants with a decent education.

Speaking multiple languages has become increasingly important for mutual respect, understanding, and international cooperation because of globalisation. Acquiring multiple language proficiency can help students become more employable and improve their social and intellectual lives. Research indicates that studying a language improves cognitive abilities and that being bilingual gives one an advantage in the labour market. English education is the process of teaching and learning the

English language, including its syntax, lexicon, literature, and other skills. English is often taught as a second language (ESL) or as a foreign language (EFL), based on the linguistic background of the students. English is now widely utilised in practically every aspect of daily life on the planet.

The course software covered in this article worked well for one particular application that assessed the user's English learning commitment and competency. Utilising an e-learning site within an e-learning environment made sense given the state of technology today. Using course software was one way to improve the effectiveness and engagement of the teaching and learning process. This student-focused online learning environment encourages self-directed learning. An integrated e-learning site offers a complete learning environment with a range of taught and evaluation methodologies, remediation, feedback, and customised content adaptation. Utilising multimedia technology has become crucial for making learning more dynamic, captivating, and excellent (Indah Septiani et al., 2020).

Online, virtual, distributed, networked, and web-based learning are just a few of the many terms that make up e-learning. Since the term "electronic" is represented by the letter "e" in e-learning, any educational activities conducted by people or groups working online or offline via networked or freestanding computers and other electronic devices would fall under this category (Chitra & Raj, 2018). E-learning materials include interactive multimedia presentations, webinars, virtual classrooms, online courses, and digital resources spanning a wide range of subjects and educational levels. This kind of learning gives users flexibility in terms of timing and location, as well as remote access to educational resources.

Methodology

The constructivism learning theory adaptation in Designing and Developing English Portal for 6 years old was based on the ADDIE Model. According to the ADDIE paradigm, software development is a continuous procedure that starts at project selection and concludes upon development of all exploits (Taufiq et al., 2018). The procedure of the ADDIE model was modified in order to apply the technique to ascertain the total amount of work needed to complete the project. The five steps of the ADDIE paradigm are shown in Figure 1.
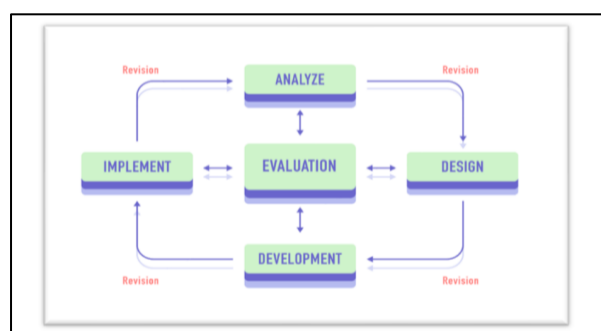

Figure 1: ADDIE Model

To graphically portray the project planned throughout time and keep track of all actions, gantt charts will be utilized in project management as shown in the figure 2 below.
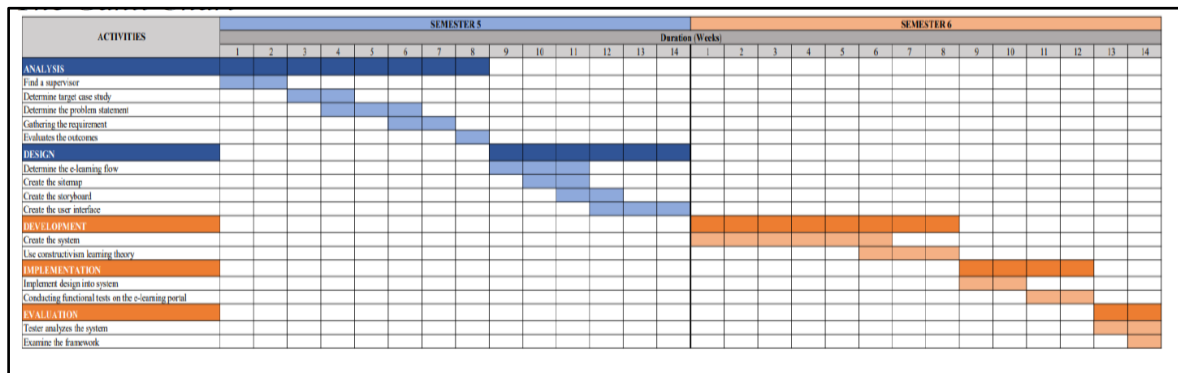

Figure 2: Gantt chart for English Portal

Constructivism is an educational theory that suggests that by mentally creating objects, students actively generate their own knowledge and perception of the universe. According to constructivist learning theory, "context," "collaboration," "conversation," and "meaning construction" are the active builders of meaning rather than the passive recipients of imposed objects and external inputs (Wen et al., 2021). Cognitive education, or improving students' experiences by utilizing prior knowledge, is the first part of constructivism theory.
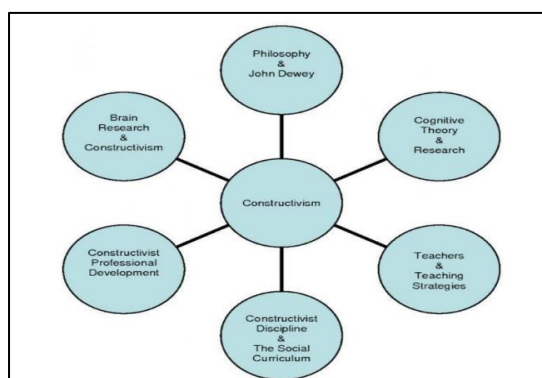

Figure 3: Constructivist Learning Theory

Conclusions

The English portal is different from traditional educational methods. It makes learning enjoyable and culturally appropriate by utilizing technology. It promotes children's active engagement, critical thinking, and love of learning. It imparts knowledge beyond language alone. It also makes learning

more enjoyable for kids. This portal shows how cutting-edge, kid-centered techniques can revolutionize the way our youngest language learners pick up languages in the future.

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