

UNIVERSITI TEKNOLOGI MARA

**THE EFFECTIVENESS OF USING LANGUAGE
GAMES IN TEACHING VOCABULARY FOR
YEAR FIVE STUDENTS**

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ABSTRACT

The main aim of this research is to determine the effectiveness of using language games in the teaching and learning of vocabulary in Year Five classroom in SEKOLAH KEBANGSAN MACHANG 1, Machang, Kelantan. Specifically, this research investigated to what extent the effectiveness of the language games features, such as the content presentation and feedback system, contribute to the development of students' word knowledge. The research had been conducted by having two test groups. The subjects in the experimental group were given language games as a teaching vocabulary treatment, while those in the control group were given the traditional method approach in teaching vocabulary. The research instruments are questionnaire, pre-test and post-test measurement. The data were analyzed using frequency, percentage, mean and standard deviation. The findings show that teachers are aware of the importance and appropriateness of the use of language games in language teaching in the classroom. Language game activities help to improve language skills. Students showed their interest in learning the vocabulary that integrates language game because they can learn in an informal atmosphere and make learning more fun. Thus, it made teaching more effective and successful. The implications of this study are important. This study showed positive effects to students, teachers and schools with an association between language game and vocabulary learning. This research clearly showed that the role of language game in teaching and learning is effective to the student. This study also indirectly provides other alternative to diversify teaching methods using language game especially for primary school level.

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