

**THE IMPLEMENTATION OF ‘VOCABULARY QUIZ-QUIZ
TRADE CARDS’ IN THE TEACHING AND LEARNING
VOCABULARY AMONG INTERMEDIATE LEVEL
PRIMARY SCHOOL STUDENTS**

**Rafidah binti Abd Karim, Nur Farhana binti Nasri, Zarinatun Ilyani binti
Abdul Rahman, Nurul Nadwa binti Ahmad Zaidi, Rosli Bin Abdul Rahman**

Academy of Language Studies
Universiti Teknologi MARA Cawangan Perak Kampus Tapah
Perak, Malaysia

Abstract: In this 21st century, the teaching and learning concept is focusing more on student-centered learning and teacher acts as a facilitator during the process. Most of the issues highlighted are circling around the school students’ problems in conversing English and they are unable to work well in group activities as well. Hereby, our team uses the implementation of cooperative learning model Fan-n-Pick for this innovated product. This product aims to enhance primary school students’ vocabulary skills and encourage them to work well in group. This product features colourful stacks of cards to be played among four to five players in a group. Therefore, this innovated product is expected to have a good commercial value for primary school students, educators or other sectors.

Keywords: trade cards, cooperative learning, vocabulary, quiz, students

1. Introduction

Vocabulary is the core or heart of a language. It deals more than a single word – it is about its form, meaning and use. Little can be conveyed without grammar, but nothing can be conveyed without vocabulary knowledge. Insufficient vocabulary does not only impede our understanding of the information but also the ability to express our thoughts and ideas. Therefore, teaching vocabulary to the language learners helps them to understand other people and communicate with one and another. English vocabulary changes and grows. It is constantly being added according to the need and situation. Computer-related vocabulary like Internet, e-mail, web browser for instance are only becoming common nowadays but not 20 years ago. This vocabulary’s expansion is exciting and; thus, the need of learning vocabulary is important too. People can expand their vocabulary knowledge in many ways. Some might employ reading – by meeting all new words in the magazines and books that they read. After meeting them repeatedly, later, they learn how to use those words in speaking and writing. Some others might use other methods in expanding their vocabulary knowledge. Teachers for example, always seek for the best and suitable tool or approach to encourage the students to learn the language. Game is a useful tool for education that teachers can use – in this case learning and expanding the vocabulary knowledge. It is fun and engaging as it can be used to teach variety of skills and concepts. In addition, games also come in different formats such as digital games (video and mobile) as well as tabletop games (card games and board games). Using game in a language learning has many advantages such as encourages social interaction, requires a short length of time needed to play and involves low cost.

2. Problem statement

Today, students face too many problems when it comes to the process of learning vocabulary. Lack of vocabulary affects many aspects in learning English language; thus, making the students feel inhibited when using the language. There are not many interactive and fun activities available to aid the process of learning vocabulary. Since the process of learning vocabulary could be very tedious, students are not really interested in learning and it resulted in problem of learning the target language (English). Thus, the idea of innovating an interesting, fun and interactive product to cater students' need of learning vocabulary is proposed. Using this card game, students can widen their knowledge in vocabulary and can gradually improve their ability in using English language simultaneously.

3. Objectives Of The Vocabulary Quiz-Quiz Trade Cards

The objectives of this innovated card game are to:

1. widen and enhance primary school students' vocabulary knowledge on selected topics.
2. develop listening, reading and communication skills among primary school students.
3. aid the vocabulary teaching and learning process in the classroom and outside the classroom.
4. improve the ability in using English language among the students globally.
5. develop cooperative learning among students.

4. Novelty Of The Vocabulary Quiz-Quiz Trade Cards

This product is inspired by fun and pick card games like UNO and Happy Family. It focuses on vocabulary learning whereby each player needs to answer the questions stated on the card in order to win the game. The questions are based on several selected themes; People, Health and Food, Planet and Earth, Flora and Fauna, Tools and Kitchen and Transportation that are suitable for intermediate level primary school students. The questions formed are based on the lowest level of Bloom's Taxonomy – Knowledge. Different types of questions are applied such as multiple choice and open-ended questions. To create competitiveness among the players, reward is provided in the value of money. This makes the Vocabulary Quiz Trade Cards product unique and different from other products in the market. The value of reward is determined by the difficulty level of the questions in which more difficult the question is, greater reward one will get. In addition, this product requires a short length of time to play and involves low cost.

5. Usefulness Of The Vocabulary Quiz-Quiz Trade Cards

There are three benefits of this Vocabulary Quiz-Quiz Trade Cards product. The functions are as follows:

a) Vocabulary Builder

As mentioned earlier, vocabulary knowledge is a vital indicator to determine students' mastery in a language one learns. With the vast information that one has, he or she will be able to use the language comprehensively in listening, reading, speaking and writing skill. Therefore, Quiz Trade Cards is the right choice to broaden and widen students' vocabulary knowledge. Since this game focuses on different and authentic themes which are associated with how people live their life, students or players are exposed to varied words that they may or may not have encountered before. Hence, while playing this game, they will automatically come across words that they may not know and learn them meaningfully.

b) Teaching Aid

Since students perceive English language learning as a challenging process, educators, teachers or facilitators have bigger responsibility in making sure that students are keen and interested throughout the lesson. Teaching aids – helping tools used by teachers in a class – are significant and relevant in transforming a dull lesson to an entertaining one. Therefore, Vocab Quiz – Quiz Trade Card is seen as a teaching aid that could help teachers in the teaching and learning process. Teachers can use this product to teach the students about knowledge of the world. It is not within the syllabus and four walls in the classroom. It involves diverse matters. Quiz Trade Card also develops listening, reading and communication skills.

c) Communicative Activity in Classroom

This product adopts Communicative Language Teaching (CLT) approach as the task involves real communication. Players carry out meaningful task because questions are based on authentic life experiences. The players use the words in their daily lives and absorb it as a language learning process. For instance, words used in Health and Food theme are very common among players such as the seasoning used in cooking. One player who acts as Banker in the game is the Facilitator. He facilitates the communication process by engaging players in communication as they share information, negotiate meaning and interact with one and another using the product in promoting communicative language use (Kagan and Kagan, 2009).

6. Impact Towards Socio Economy/Humanity

Undeniably, Malaysian learners are not interested to read or speak English language because of their lack of vocabulary. They refuse to interact and use the language as they have limited word choice. Hence, they feel inferior of making mistakes. Thus, Quiz Trade Cards encourages authentic learning environment when learning English is done in a relaxing atmosphere. Students would not feel that they are learning and using the words while playing. The feeling of intimidation and pressure can slowly disappear when they are learning in an enjoyable way. This product can be commercialized as a medium for a meaningful learning activity in a classroom. We can modify the game according to the situations, components or learning objective of the day. Students do not have to always compete when playing the game or play in a group of four or five only. Instead, this game can be applied in a large classroom setting involving speaking, reading, writing and group discussion activities. Besides schools, government sectors, private sectors and organizations can also employ this game (for adult learners). Suitable themes can be changed and altered based on the group that takes part in which makes it carry a huge potential to be commercialized by others.

7. Vocabulary Quiz-Quiz Trade Cards For Teaching And Learning Vocabulary

The product is designed using a concept of money trading. There are six themes chosen for this Quiz Trade Cards and they are ranked according to difficulty levels. The easiest level is People (with the least reward) while the most difficult level (with the most reward) is Planet and Earth. This game can be played by four people or more and one of them is a Facilitator or Banker who is in charge of keeping and reading the cards to the other players. The player will throw a dice to determine the theme of the question. The Banker will then read the question and the player must answer it. If the player answers the question correctly, the Banker will give the question card which consists of the question (front), the answer (flip side) and the reward (back). However, if the player is unable to answer, the Banker will reveal the correct answer and keep the card. The player who gets the most reward is the winner of the game.

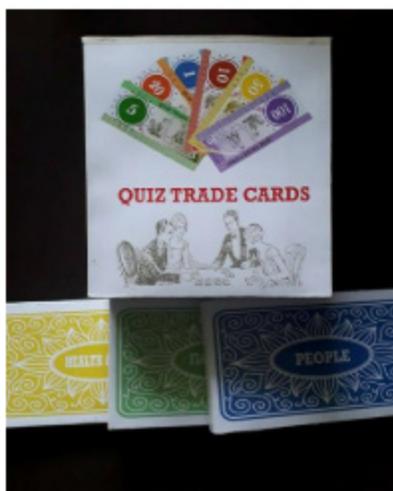


Figure 1: The Vocabulary Quiz – Quiz Trade Cards box and the themes

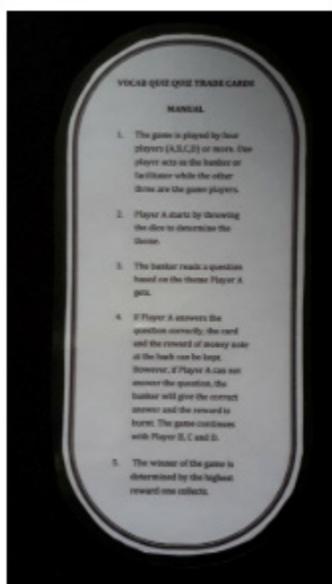


Figure 2: The Vocabulary Quiz – Quiz Trade Cards Manual



Figure 3: The Dice

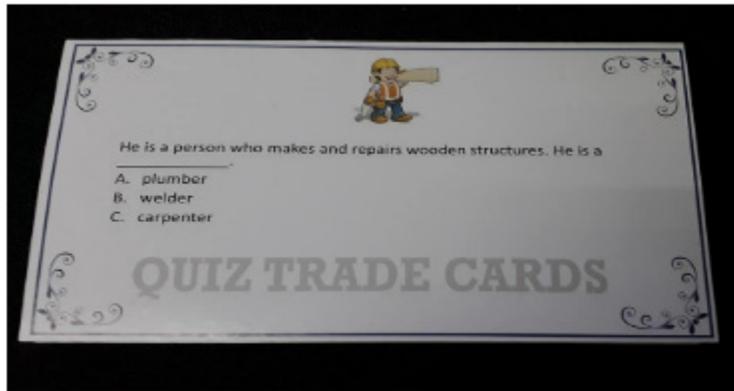


Figure 4: The Question (front)

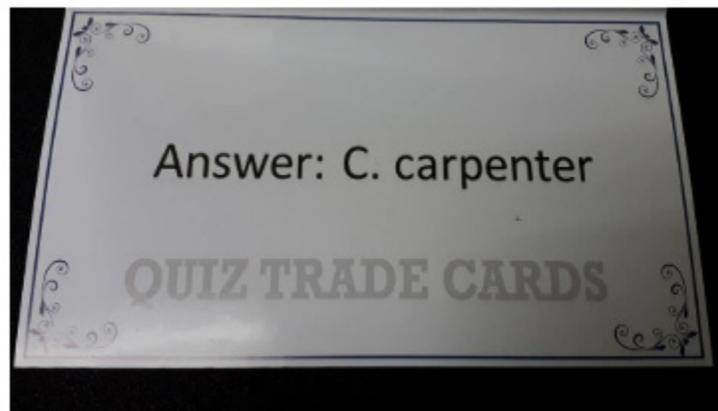


Figure 5: The Answer (flip side)



Figure 6: The Reward (back)

8. Conclusion

In a nutshell, the Vocabulary Quiz – Quiz Trade Cards is an innovative product as it can enhance one's knowledge in vocabulary and communication skills. The themes and questions provided are authentic which create an interactive learning environment and ease the process of grasping knowledge. As claimed by Hosnan (2014), learning has to be effective and meaningful; thus, Vocabulary Quiz – Quiz Trade Cards is the perfect tool. When students are exposed to this kind of learning atmosphere, the role of teachers as facilitators in class becomes handy. In fact,

more language activities outside of the classroom can be carried out using this game. Most importantly, teachers can intrigue students' engagement and participation in learning the language.

9. References

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