

English Language Club Report

Gamified English Learning at Maahad Riyadhil Quran in Sungai Petani, Kedah

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The English Language Club of UiTM CPP conducted a two-day USR programme entitled “Madrasah Visit & Exchange of Knowledge 2022” with the theme “Instilling iDART Values and Improving Wellbeing”. Subsequently, it is also a knowledge transfer programme involving the staff and student facilitators from UiTM CPP with a rural tahfiz school in Kedah, Malaysia. This programme was conducted on 14 and 15 May 2022 at Maahad Riyadhil Quran (MRIQ), Sungai Petani, Kedah. The objectives of the programme are as follows:

1. To instil UiTM ESI-iDART values among staff, students as well as the local community such as the madrasah community and its students via creative knowledge sharing using physical activities involving English language and Islamic teachings. These values are general positive values that can be shared and instilled in the Malaysian community for positive sustainable development.
2. To create opportunity in knowledge transfer between lecturers and students, consequently transferring what they have learned to other students in the local community. The method of teaching English language via gamification techniques is rarely taught in normal university subjects or classes and this project provides the opportunity for students to learn to be creative in teaching and learning of English.
3. To expose students to the importance of emotional, physical, and mental wellbeing via the sharing of Islamic knowledge by the madrasah’s invited speakers.
4. To encourage more University Social Responsibility (USR) projects and volunteerism among university staff and students which focus on helping the local community, especially those from the B40 group as the madrasah students are mostly from the B40 households and many had problems in education (some lack primary education exposure). Also, the project involves Sustainable Development Goals (SDG) such as Good Health & Well Being (no. 3) and Quality Education (no. 4).

Before the programme, the two English lecturers in-charge of the project - Mr. Noor Azli Affendy Lee and Mr. Muhammad Aiman Abdul Halim, from the Academy of Language Studies (APB) of UiTM CPP, guided and coached 15 student volunteers from various faculties in UiTM CPP in teaching English language using gamification methods such as card games, action games and other physical activity games. Next, these students became the facilitators of the station games that involved 14 students from MRIQ. The remaining university students who also participated in the programme acted as the group leaders or mentor-like figures for the madrasah participants. The English language games included: Idiom Card Game, Pictionary Game, Tongue Twister Game, Selling Game, Grammar Card Game, Reading Game, Charades Game and Speaking Game.

At the same time, an exchange of knowledge was also done where the staff and teachers of the madrasah taught UiTM CPP student facilitators and participants Islamic values to improve their wellbeing. The project also encourages networking and communication opportunities among students from different educational backgrounds. The aim of the project is to inspire the madrasah students aged 13 to 16 years old to learn the English language and equip them with the basic skills of listening, reading, writing, and speaking through simple language games. The project used survey, interview and observation to analyse the responses. Results show that even though the madrasah students have low proficiency, they were motivated and inspired to learn and practise due to the gamification method and the way the programme was conducted. They also indicated that they would like to participate in similar follow-up programmes to improve their English language skills. The student facilitators also benefited from the programme and showed high interest to participate in future projects.

