

Never Have I Ever Bingo

Myzatul Sarah Yusof
Nik Nur Adnin Nik Anuar
Nur Arifah Abd Majid
Harwati Hashim
Melor Md Yunus

Faculty of Education, Universiti Kebangsaan Malaysia

Email : P121306@siswa.ukm.edu.my

Abstract

To guarantee that pupils can learn the English language effectively, English as a Second Language (ESL) educators have always equipped themselves with various educational approaches and strategies. In spite of this, ESL learners still find the “present perfect tense” as one of the most challenging tenses to master as grammar structures and rules differ from their first language. Nevertheless, the implementation of language games has shown its effects on the learners' knowledge, competency, and motivation in learning a language, focusing on different targeted language areas and skills such as grammar. Accordingly, this paper aims to describe the design and development of “Never Have I Bingo” through the ADDIE model as well as studying its effectiveness on learners' ability to use the present perfect tense in writing. This empirical study involved 31 Year 6 students in a primary school in Negeri Sembilan. The results of the employed pre and post-tests demonstrated a significant improvement in students' ability to use the present perfect tense in writing sentences. Interviews and document analysis were also conducted to demonstrate the students' perceptions and effectiveness of the game. The study could provide insights to educators in developing and conducting grammar learning games. Future studies might concentrate on creating games that improve grammar structures and rules used in other skills.

Keywords: ESL Learners, language games, grammar, present perfect tense



INVENTORS

Myzatul Sarah Yusof
Nik Nur Adnin Nik Anuar
Nur Arifah Abd Majid
Harwati Hashim
Melor Md Yunus

ABSTRACT

In order to guarantee that their pupils can learn the language effectively, English as a Second Language (ESL) educators have always equipped themselves with various educational approaches and strategies. In spite of this, ESL learners still find the present perfect tense one of the most challenging tenses to master as grammar structures and rules differ from their first language. Nevertheless, the implementation of language games has shown its effects on learners' knowledge, competency and motivation in learning a language, focusing on different targeted language areas and skills such as grammar.

OBJECTIVES

Acquire vocabulary (verbs in the present perfect form)
Use said vocabulary in constructing sentences

USEFULNESS

Help to understand how and practise the use of the present perfect tense in writing
Learning at one own's pace and as a reinforcement activity.
Lesson becomes more creative, engaging, fun and beneficial

ADVANTAGES

Provide students with a new and exciting learning experience
An innovative and engaging approach in learning the present perfect tense

COMMERCIALISATION

Used as a teaching aid or enrichment activity
Suitable for classrooms with diverse abilities
Enhances sustainability skills while learning

NOVELTY

Productive idea to make learning grammar fun for pupils
Adapted to suit the curriculum
Addresses the whole range of abilities in the classroom



**NEVER HAVE
I EVER
Bingo!**

Surat kami : 700-KPK (PRP.UP.1/20/1)

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Prof. Madya Dr. Nur Hisham Ibrahim
Rektor
Universiti Teknologi MARA
Cawangan Perak



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“BERKHIDMAT UNTUK NEGARA”

Saya yang menjalankan amanah,

SITI BASRIYAH SHAIK BAHARUDIN
Timbalan Ketua Pustakawan

nar

Setuju.

27.1.2023

PROF. MADYA DR. NUR HISHAM IBRAHIM
REKTOR
UNIVERSITI TEKNOLOGI MARA
CAWANGAN PERAK
KAMPUS SERI ISKANDAR