

# Creating 5th graders' motivation in learning English through online game design at Le Van Tam Primary School, District 7, Ho Chi Minh City

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**Abstract:** *Online game design has been studied by game creators for decades, but for the education sector, this field is receiving attention and investment. In particular, during the complicated period of the Covid-19 pandemic, most education and training institutions stopped direct teaching activities according to regulations. The article presents about creating 5th graders' motivation in learning English through online game design at Le Van Tam primary school, district 7, Ho Chi Minh city.*

**Keywords:** *Measure, 5th grade, English, online, design*

## 1. Introduction

Primary school teaching has a specific nature, showing the nature of the cognitive process. Students perceive the objective world through learning activities that combine the orientation of the teacher to gain knowledge for themselves. The acquisition of knowledge is done through many methods such as practical experience, direct learning in class, learning via television, learning through software... However, teaching methods always have advantages and limitations. In which, online teaching via the internet is a modern method of education. The characteristic of teaching and learning method is that the role of technology is maximized. With the superiority of the internet, online teaching method also helps teachers to solve barriers, difficulties and challenges in terms of time, space, interacting form between learners and learners, learners and teachers in special conditions when epidemics break out such as the Covid-19 pandemic.

The 2021 - 2022 school year is a meaningful and special year for the education sector in general and Le Van Tam Primary School in particular. Both teachers and students temporarily stopped going to school due to the impact of the Covid-19 pandemic. Therefore, in July and August 2021, besides the attention of the District 7 Education and Training Department and the school's management board, the English teachers are ready to enter a new school year with the highest determination in "New normal" state. Teachers fully participate in professional training classes to prepare for online teaching activities such as innovating teaching plan, creating teaching software accounts,

classroom management, collecting data, and creating new accounts, collecting and giving comments on the students' results of online learning and training, etc. At the same time, teachers actively assign professional tasks and encourage each other to constantly cultivate and learn to quickly approach and perform teaching tasks effectively with new teaching methods. One of the proofs for the teachers' effort at English Department at Le Van Tam Primary School (District 7) was the measures to create 5th graders' motivation in learning English through online game design to improve student learning outcomes.

## 2. Research content

### 2.1. Some platforms to design online games for teaching English

2.2.1. *Quizizz application:* Quizizz is an application used to test knowledge in subjects as well as social knowledge through the form of multiple choice answers. The multiple choice questions in Quizizz are in many categories with different levels. Through this tool, teachers and parents can access questions shared by others to teach and test students. Quizizz is suitable for both home and classroom learning.

Following the steps below to use Quizizz

*Step 1: Register an account:* To register an account, users access <https://quizizz.com/>. At the home screen, click the *Sign up* button to register and create a new account. Users can sign in with a Gmail account on Google or an account on Microsoft. After having an account, the user selects the school and the role of a teacher to finish step 1

*Step 2: Create a Quizizz:* After successful registration, the application will transfer the teacher

to the management screen. Here, teachers can access and use all the functions of Quizizz. To create a new Quizizz lesson, the teachers press the *Create New* button in the upper left corner of the screen. Next, name and select the topic “English” in the list of subjects that Quizizz suggests. After naming and selecting the subject, click “Next” to select the Quizizz question package. There are two ways to create questions: teachers design or get from general library of the application.

Teachers press *Write your own* to create questions

Questions in Quizizz will include 5 different categories: multiple choice, checkbox, poll, gap filling and open question. The design depends on the content of the question. All 5 question types have 1 *input* box to enter the question. In this box, the teachers can choose italic, underline and color fonts; insert images, audio (no more than 10 seconds) to the question content. A question in Quizizz is a minimum of 2 and a maximum of 5 answers by default . If you want to add, click the *Add answer option* button. At the same time, the teachers can also choose the student’s response time.

With multiple-choice questions, teachers need to enter the content of the question, answers, choose the correct answer and finally choose the time to think about the answer. After finishing, press the *Save* button in the right corner of the interface. At the same time, in Quizizz, teachers can also insert title images, select languages and participating students.

*Step 3: Start playing Quizizz:* After creating, teachers can use Quizizz cards in 3 ways, corresponding to 3 modes: Play Live (Playing online) with many people playing at the same time. Assign homework, the teachers choose a certain time and requires students to submit their homework before that deadline. Practice is a practice mode. This mode does not limit the number of times to play and does not save the results to the system. At the same time, to start the Quizizz game, the teachers need to do some settings. After finishing the Quizizz game, the teachers can see the students’ results

### 2.2.2. Blooket website

This is a platform of quiz game on web and it’s suitable to create games for the classroom. What makes the difference is that the puzzles in Blooket can be transformed into a variety of unique playstyles, turning puzzles into a fun experience for students to enjoy. Some featured games in Blooket: *Gold Quest*:

This game requires speed and luck. Students will view each question on the device to answer. If the answer is correct, the student will be given a choice of three boxes to open: a box with gold, a box with nothing and a box that allows to get gold from other players. The person with the most gold will win. *Café:* This game requires speed and concentration because students have to answer questions correctly to serve customers and replenish ingredients for the Cafe. The winner is the person with the most money after the time is over or the first person to earn the required amount. *Battle Royale:* In this game, students will pair up to answer questions. The student answering correctly and faster will win. In the next round, the winning student will continue to pair with another opponent. The game only ends when there is only one person left and that is the winner. *Racing:* This game requires students to quickly move Blook (the avatars in Booklet) in a race. Players must answer questions correctly to move forward or make other players fall behind. The teacher can decide how many questions students must answer correctly to win. *Tower of Doom:* This is a game that can be assigned as homework. Students can answer questions on their own to collect cards and beat other Blooks to climb to the top of the tower.

To use Blooket, teachers follow the steps below:

*Step 1:* Create an account by visiting <https://www.blooket.com/> and clicking Sign Up. In addition, teachers can also register a Blooket account via email or Google account. Select *Sign up with Email*. After successfully creating an account, the teachers choose the desired account as *Teacher*.

*Step 2:* Design the question file: In this step, the teachers also need to describe the title and content of the questions before clicking “save” to finish step 2.

The advantage of Blooket is that the puzzles are put in the context of different games; Each game has its own topic and rules. Students can easily log in, there are many suitable avatars for primary school students to choose from. Teachers can choose settings for random scores and review students’ game result statistics. There are many interesting game modes such as *Café* that challenges students to answer questions so that they can prepare and serve food to customers. *Tower of Doom* allows students to choose a character and fight an opponent, answer questions to get an extra advantage;... However, the limitation of this tool is that the available questionnaire for

reference is limited; supporting multiple choice questions is not as diverse as other applications.

### 2.2.3. Kahoot platform

Kahoot is a web-based platform, used to design online multiple-choice questions and allow many participants to answer questions at the same time. During the game, Kahoot will announce the results online to increase the attractiveness of the multiple-choice test. In essence, Kahoot is a website. Therefore, this tool can be used on internet-connected devices such as desktop computers, laptops, tablets, smartphones.

To apply this tool to teaching English, teachers first need to access to the homepage at <https://getkahoot.com/> and create an account by clicking *Sign Up*, then choose the role *As a Teacher*.

After having an account, the teacher clicks on *Create Kahoot* to create a questionnaire for students' games. Next, the users click *Enter Kahoot Title*. Here, the users set the game description, language, avatar, display mode, etc. After finishing, click *Done*. Then, the teachers return to the question-composer interface to create questions, response time and answers. In each answer, there will be 1 tick mark, the teachers choose which tick is the answer of the question. After completing the first question, click *Add question* on the left hand side to create the next question. Teachers can also choose the type of answer like ABCD, true or false, a vote creating, etc., depending on the purpose.

The advantage of Kahoot is that it can integrate illustrations, diagrams, videos ... downloaded from computers or from the internet to create interest for learners; help learners actively interact; You can set the time for each question. Teachers can use any web browser without installing on any device. Teachers can easily find questionnaire in Kahoot's database, or shared from the Kahoot community; that's all free. But the limitation of this tool is that it only works with multiple choice questions. Players must be in the same (virtual) room at the same time and can only use up to 95 characters for questions and 60 characters for answers.

### 2.2.4. Use Canva software

Today, to meet the needs of online teaching, many softwares have been created and widely applied. Canva software is one of them. Canva is not only a website graphic design tool but also a powerful support tool in online teaching. Canva provides

a lot of resources for the education sector such as: Template lesson plans; Education presentations; Online whiteboard; Sample writing assignments; Classroom decoration kit; Weekly study plan sheet,...; Allowance to create your own classes on Canva.

Canva's intuitive drag-and-drop editor makes collaboration easy, both in and out of the classroom. With Canva software designed specifically for education, both students and teachers can work together to edit their creative work in real time. Teachers can choose from a variety of presentation templates and download them in powerpoint format, colorful and diverse image templates. In addition, teachers and students can also use this software to design story books and video lectures.

Another interesting advantage is that students do not need to install an application or an account to access the teacher's live stream. Students can directly make questions from their browser. This is very suitable for teachers and students to exchange lessons with each other.

However, to share directly on Canva software, users need to create a presentation file. Then, the user selects the 3-dot icon on the right corner of the screen > Select presentation > Standard type. After that, a direct share button will appear on the screen.

## 3. Conclusion

Using online tools applied to teaching, typically the learning game method, brings a lot of excitement to students, making the lessons lively, and improving students' spirit and learning results. However, each application of online game design has its own advantages and limitations. Therefore, teachers need to apply skillfully and change in accordance with the purpose of the lesson, flexibly adapt in specific situations.

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