
Rescue Yonna: Game-based Learning in Enhancing Secondary 4 Students' English Vocabulary

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Abstract

The Covid-19, teaching and learning have become an important but challenging task to educators, in order to cater for students' motivation in learning English. Students who face challenges in expressing their thoughts due to insufficient grasp of vocabulary feel demotivated in learning English. Thus, Rescue Yonna, an offline enrichment game which was developed based on Bloom's Taxonomy, is used to motivate and encourage students to learn English vocabularies. In order to demonstrate the use of game-based learning is effective in learning English vocabularies, a case study was carried out. Students who have achieved lower B1 level in narrative essay writing, which was a pre-test task were required to participate in this enrichment programme. 5 Secondary Four students who possess CEFR lower B1 level from Chong Hwa Independent High School, Kuala Lumpur were selected to participate in this study. The students had gone through 7 sessions with their respective teacher, precisely they had learned to remember, group, justify and construct sentences by using the vocabularies. The students had shown that game-based learning has motivated them in learning a second language, taught them lifelong learning and enhance their organisation skill.

Keywords : *English Language as Second Language; Enrichment programme; Game-based learning; motivation; vocabularies*
