

TEACHING VOCABULARY BY USING COMPUTER ONLINE-GAMES FOR YOUNG LEARNERS CLASS (MEDIA IN TEACHING)

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Abstract

Language teaching and learning has many approaches and methods that always develop every time. Those can be more sophisticated since nowadays technology plays its role to be used in language teaching and learning. One of those technologies is computer games which can be found both in computer application and online. There are many online games that can be used for teaching EYL. Therefore the teacher should consider what kind of games which can be applied in EYL class. Particularly, it must be related to the topic and the students' level of proficiency.

This paper describes how to use online games to teach vocabulary for EYL as well as its lesson plan. Considering the students' level and their characteristic, the writers apply games that can be found in several sources. These topics are suitable for EYL since it is related to students' environment, such as daily activities, school, food, and part of speech. Practically, these games will be applied in the classroom because the student must work individually, the score are directly given by the website then the teacher will give feedback and lead the discussion.

Since online games can attract students' attention to learn English vocabulary, it is suggested that this kind of teaching procedure can be used in teaching English for EYL. However, it needs the availability of well-operated computer and good internet connection for effective and enjoyable learning process.

INTRODUCTION

Recently, our children are mostly digital native children. They tend to use any kind of technology in their daily life. The common technology just like computer or laptop is almost everywhere. Children may have their own computer in their homes. It provides many kind of application they can use for typing, browsing, playing movie, video and music, and also games. Games application and online games are provided in a computer from the easiest to the complicated one. Mostly, the games use English for their instructions. As the teachers/parents, we can take benefit from that kind of technology development especially to teach our children or young learners.

Before applying games to English for young learners, we should consider and look at children's characteristic, interest, and the reason why they need to learn English earlier and at the age of primary and kindergarten which the average old for young learners are around 3-6 years old. The characteristic of young learners are short attention span, very active, well-responsive to praising and rewards, differ in their experience language, less shy than older learners, imaginative, enjoy learning through playing, imitating and skill full in

listening accurately and mimicking what they have heard. Therefore, for the successful teaching of English for young learners, it is essential for the teacher to understand the young learners' characteristics, instincts, and interests in their cognitive, linguistic, and emotional aspects, because it will play a crucial role in how the teacher builds a lesson, how he or she can make sure that the young learners are fully involved in the learning process, how he or she achieves the learning objectives, and how about students' respond.

Game as one of young learners teaching technique can make young learners enjoy the learning process since its colorful animated games as well as having amazing background music. Games are supposed to make students enjoy the learning process, as well as easier to understand the meaning of certain vocabulary. For the teachers, however, need more convincing reasons to achieve what they have planned, and the goals or objective of learning. Therefore, teachers need to consider which games will use, when to use it, how to link them up with the syllabus, textbook or programs and how, more specifically, different games will benefit students in different ways.

There are several articles related to computer games to increase EYL language ability that conducted by some researcher. Turgut and Irgin (2009), through their article: "Young Learners' Language Learning via computer games" found that online computer games promote language learning and especially vocabulary skills. Furthermore, Harmer (2007) said that most students, particularly young ones, have a short attention span, and they quickly lose interest. Monotonous lessons decrease students' enthusiasm for learning. He also suggests that teachers need to prepare what he refers to as "a rich diet of learning experiences" in which students can learn from a variety of sources. Therefore, using online games are needed to make students fun and enjoy through the learning process.

Okaz (2014) noted that the reason of using online games as a useful tool that is because most online games for young learners are free and easy to access. The internet has a good grasp of topics, which are suitable for fostering and enhancing language learning. Also, every time students know they are going to the computer lab, they usually get excited and motivated. The physical movement itself is a stimulus. While playing, students will focus on the games and hence absorb the target language subconsciously. Moreover, Lee in Okaz (2013) stated "online games increase cooperation and teamwork, and at the same time they trigger friendly competition. They can even encourage introvert students to interact easily with others and contribute towards their independence."

From the reasons that have been explained from previous research above, we can conclude that online games can give benefit for teaching and learning, especially in teaching vocabulary. There are several sources of online games that we can utilize in teaching vocabulary for young learners, it depends on the topic or material of learning. It also includes the timer and scoring which will be helpful for both students and teachers (e.g: to assess students' score). In brief, online games are more practical and effective in English for Young Learners' class.

SECTION 1

TEACHING VOCABULARY

Vocabulary plays important roles when learning about language, or in this case when the students learning English. When the students learning English for the first time,

the first things that the teacher should consider is introducing new vocabularies. The purposes of introducing new vocabularies to students are to engage students with new words that they do not know yet, and also it will be the first step before they continue learning about listening skill, reading skill, writing skill, and speaking skill. That's why vocabulary is the first thing that must be mastered since early age of the person.

Ur (2012) writes some aspect of vocabulary knowledge that students need to learn. Those aspects are: (1) Form: pronunciation and spelling, the students have to know what a word sounds like (pronunciation), and what it looks like (spelling). (2) Meaning: denotation, the meaning of words or expression is what it refers to, or denotes in the real world, (3) Grammar, it also needs to be taught if this not obviously covered by general grammatical rules, (4) Collocation, refers to the way words tend to co-occur with other words or expression, (5) Connotation, the connotation of words is positive-negative associations that it implies, (6) Appropriateness, select the topic that relate and appropriateness for use in a certain context, (7) Meaning relationship, provides for example, synonyms, antonyms, hyponyms, co-hyponyms, super-ordinates, and translation, (8) Word formations, how the components such as prefix, suffix, etc. are put together into useful information.

However, this aspects can be applied with considering of what levels of students (beginner, intermediate, or advance), and for this case, we discuss about teaching vocabulary for young learners (which the level is beginner). As we know that when we teach young learners, we need to give an extra attention in order to make them understand with what we teach and delivering the materials. Because of some characteristic of young learners, we also need to use some technique to engage and make them easier in memorizing the new vocabularies. Teaching vocabulary for young learners usually emphasized in how to introduce new vocabularies of L2 (in this area is about English), and the meaning itself, rather than introducing new vocabulary with certain form or structure.

SECTION 2

ONLINE GAMES AS A MEDIA FOR TEACHING VOCABULARY

As described in introduction before, the use of technology is very important nowadays. The using of computer technology as a media to assist our learning process is very helpful to make students enjoy in learning, and make the environment class livelier for the students. If those kinds of conditions support our learning process, it is expected to help students achieve the better performance and of course the objective learning.

One of technology that the teachers can use is online games. Why should use online games? Based on the field on this topic is teaching vocabulary for young learners is appropriate for them to learn English vocabulary in an interesting way. Using online games in teaching vocabulary for young learners have some purposes: to help student when they give new words in English as foreign language; enrich their vocabulary; and help them to memorize those vocabulary easily.

There are many websites that provide online games, those are depends on what kind of topics that will discuss or given to our students (see Table 1). The online games must be related with the topic or materials, and of course it must appropriate for students. We can use more than one source of online games since there are a lot of online games that

provided by website. The online games usually provide what level of difficulties (that suitable with beginner or young learners), kinds of topic, for example school, food, holiday, etc. give direct feedback, and also score too.

Therefore, online games can be use as a media in teaching, especially teaching vocabulary. In table I is the list of online game websites that can be used by the teachers in vocabulary class.

Website	Online Game' Illustration	Vocabulary Items
<p>http://www.learnnngamesforkids.com/vocabulary_games.html</p>		<p>Analogies, Antonym, Compound words, Suffixes & Prefixes, Part of Speech, Homophone, Idioms, Syllables, Context & Definition, Contraction, Foreign Language</p>
<p>http://www.vocabulary.co.il/</p>		<p>Unscramble speech, Word Search, Crosswords, ESL Homophone, ESL Suffix Meaning, Vocabulary Quiz, Build Words</p>

<http://learnenglishkids.britishcouncil.org/en/learn-words>



Learn new words using part of things or picture (bedroom, class, clothes, computer, days and weeks, etc.)

Table 1

SECTION 3

TEACHING PROCEDURES

Activities by using online games as one of the strategies to teach vocabulary for EYL may be described in three stages including pre-teaching activities, whilst-teaching activities and post-teaching. At the first stage, the students are guided to open the computer and one of online games websites that already prepared by the teacher. Next at the second stage they are doing their main activity in enjoying online games. The last part of the teaching stages is assessing students' ability of certain vocabulary by using match the vocabulary with images that represent their meaning.

PROCEDURES OF ONLINE GAMES VOCABULARY TEACHING

- Level : Young learners
- Purpose : Vocabulary achievement
- Sequence type : English online games
- Lime allotment : 30 minutes

Procedure:

Pre-teaching

1. Brainstorming to the students related to what kind of online games they often play and discuss a little of the advantages of playing online games regarding with learning English.
2. Mention some of vocabulary that often used in certain online games.
3. Tell the students what is going to do or the steps of learning activity.

Whilst-teaching

4. Ask the students to be ready to play an online games that already prepared by the teacher in each computer of classroom/laboratory.
5. Students are given 10 minutes to play the online game.
6. Students are asked to match the vocabulary to the images that representative its meaning.

Post-teaching

7. Students and the teacher are discussing the answers as well as giving the meaning of each vocabulary.
8. Students are asked to mention the others vocabulary found in the game that are not appeared in the question form.
9. Give feedback to the students regarding with their achievement and motivation for future learning.

CONCLUSION

Since the online games can interact students' attention to new English vocabulary while playing and the teaching procedures that simply may be followed as explained in this paper. It is suggested that this kind of teaching method can be used in teaching English for EYL. However, the availability of well-operated computer and good internet connection need to be considered and prepared first to lead to the more effective and enjoyable English class for both the learners and teacher.

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