

DEVELOPMENT OF ENGLISH GRAMMAR ACHIEVEMENT IN PAST SIMPLE TENSE USING THE 2W3P MODEL WITH KAHOOT GAME FOR GRADE 7 STUDENTS AT DEMONSTRATION SCHOOL OF SUAN SUNANDHA RAJABHAT UNIVERSITY

Anada Chalanukroh* & Sasiporn Phongploenpis**

,Faculty of Education, Suan Sunandha Rajabhat University, Bangkok, Thailand,
E-Mail: * s63121110001@ssru.ac.th, ** sasiporn.ph@ssru.ac.th*

ABSTRACT

The purpose of this classroom action research was to investigate the effectiveness of the 2W3P Model with Kahoot Game in enhancing the English grammar achievement of Grade 7 students. The study also aimed to examine the students' satisfaction with the model. The research sample consisted of 32 students who were selected through Cluster Random Sampling. The research tools used in this study included 5 lesson plans in the 2W3P Model, a Past Simple Tense test consisting of 30 items, and satisfaction questionnaires. The data analysis was performed using means, standard deviations, and t-tests. The results of the study revealed that the post-test score ($\bar{x}=22.81$, $SD=5.64$) was significantly higher than the pre-test score ($\bar{x}=16.38$, $SD=5.72$), indicating that the implementation of the 2W3P Model with Kahoot Game was highly effective in improving the students' English grammar achievement. Additionally, the students rated their satisfaction with the 2W3P Model with Kahoot Game as the highest level ($\bar{x}=4.91$, $SD=0.24$), suggesting that the model was well-received by the students. In conclusion, this study has shown that the 2W3P Model with Kahoot Game is an effective method for enhancing students' English grammar achievement. Moreover, the students' satisfaction with the model indicates that it is a well-designed and engaging approach to learning.

Keywords: English Grammar Achievement, Kahoot Game, Past Simple Tense, 2W3P Model

INTRODUCTION

The knowledge of grammar is considered a fundamental aspect of learning the English language. To develop the four language skills of listening, speaking, reading, and writing, learners must possess a solid foundation in grammar. This is to ensure that they can use the language appropriately and fluently. A good grasp of grammar is essential for all language users. Learners are expected to understand the structure of grammar, the functions of different types of words, and how to construct sentences correctly to use the language effectively and appropriately in daily life. If learners do not possess a basic understanding of grammar, it can lead to communication errors. Furthermore, insufficient knowledge of grammar can make it difficult for learners to understand English at a higher level and may result in negative attitudes towards learning the language (Kaophong, 2018).

In the first semester of the academic year 2023, it was found that a significant number of students in grade 7 at the Demonstration School of Suan Sunandha Rajabhat University, Bangkok, Thailand was struggling with their English Grammar and lack of motivation.

English language teaching often focuses on remembering grammar structure, leading to boredom and lack of motivation. Researchers recognise an opportunity to use Kahoot game, a popular educational game, to enhance learning. Teachers can create online quiz games that

students can answer on their smartphones or other internet-connected devices. Kahoot displays the number of players, competition results, and rankings in real time, promoting information technology and communication skills. This approach aligns with 21st-century learning (Chukeua, 2017). This is related to Sawaengkit, Phongploenpis, and Mahimuang (2020) state that many students are interested in competing to be at the top of the scoreboard and earn a good rank. Similarly, Pakginnon, Phongploenpis, and Mahimuang (2020) found that students achieved a learning proficiency rate of 73.33%, which is above the set standard of 70%. Additionally, 73.18% of the students passed the set standard for the number of students who achieved the proficiency rate.

There are numerous approaches to teaching the English language, and one effective method is the 2W3P model. This model is designed to enhance language skills for effective communication. The 2W3P model comprises of five steps: 1) Warm-up, 2) Presentation, 3) Practice, 4) Production, and 5) Wrap-up. The 2W3P model offers students plenty of opportunities to practice and demonstrate their language abilities, which are applicable in real-life situations. This is why the researcher incorporated the Kahoot game in the Practice stage of the 2W3P model (Institute for English Language Education, Office of Basic Education Commission, 2015, p.59). Wongsothorn (2014) emphasized that to make language learners proficient, the teaching system must be organized step-by-step. The 2W3P Model is well-designed for teaching Language step-by-step.

Therefore, the researcher is interested in the 2W3P model with the Kahoot game as the treatment to improve the English grammar achievement of grade 7 students at the Demonstration School of Suan Sunandha Rajabhat University, Bangkok, Thailand.

OBJECTIVE

1. To compare students' English grammar achievement before and after using the 2W3P model with the Kahoot game.
2. To examine the students' satisfaction with the use of the 2W3P model with the Kahoot game.

METHODOLOGY

1. Population and Sample Group

The research was conducted on a population of 94 Grade 7 students Gifted English program in at the Demonstration School of Suan Sunandha Rajabhat University (SDSSRU) in Bangkok, Thailand. The school has two learning programs, namely Gifted English program (GEP) and English Program (EP). In the first semester of the academic year 2023, it was found that a significant number of students in grade 7 at SDSSRU struggled with their English Grammar and lack of motivation. The students enrolled in the EP have a higher level of language proficiency than those in the GEP. The sample group for this research comprised of 32 Grade 7 students in the GEP, who were selected using the Cluster Random Sampling technique.

2. Research Tools

The following items have been evaluated by experts:

1. A test in the past simple tense consisting of 30 multiple-choice questions.
2. Five lesson plans using the 2W3P model with a Kahoot game incorporated into the practice stage. This provides students with ample opportunities to apply the grammar rules they have learned.
3. Questionnaires that measure student satisfaction with the use of the 2W3P model and the Kahoot game.

3. Data Collection

In this research, the researcher spent five weeks collecting data. The process included the following steps:

- 1) Students took the Pre-test in Past Simple Tense.
- 2) Teacher started teaching grammar content using 5 lesson plans in the 2W3P model with Kahoot game.
- 3) Students took the Post-test in Past Simple Tense.
- 4) Students took the satisfaction questionnaire.

4. Data Analysis

The data analysis was performed using means, standard deviations, and t-tests.

4.1) The comparison of the Pre-test and Post-test Scores were analysed through means, standard deviations, and t-tests.

4.2) The overall satisfaction level was analysed through means, and standard deviation.

RESULTS

The following are the research result presented in accordance with the research objectives:

Table 1: Differences of Pre-test and Post-test Scores

No.	Pre-test	Post-test	Difference
1	10	15	+5
2	10	16	+6
3	20	23	+3
4	13	19	+6
5	14	16	+2
6	25	27	+2
7	21	26	+5
8	20	24	+4
9	19	22	+3
10	22	27	+5
11	3	15	+12
12	16	25	+9
13	17	24	+7
14	28	30	+2
15	17	27	+10
16	21	25	+4
17	13	24	+11
18	28	30	+2
19	17	25	+8
20	22	27	+5
21	16	16	0
22	12	27	+15
23	11	28	+17
24	9	17	+8
25	16	25	+9
26	19	28	+9

No.	Pre-test	Post-test	Difference
27	21	28	+7
28	18	29	+11
29	9	9	0
30	14	21	+7
31	12	24	+12
32	11	11	0

From Table 1, it was found that out of a sample group of 32 students who participated in a Kahoot game to improve their performance in Past Simple Tense grammar, 29 showed improvement while 3 did not. The three students who did not improve may not have reviewed the lesson before taking the test.

Table 2: Comparison of Pre-test and Post-test Scores

Test	n	\bar{x}	S.D.	Df	t-test	Sig
Pre-test	32	16.38	5.72	31	-8.46	.000
Post-test	32	22.81	5.64			

The table above reveals that the post-test score (\bar{x} =22.81, S.D.=5.64) was significantly higher than the pre-test score (\bar{x} =16.38, S.D.=5.72). This related to Pakginnon, Phongploenpis, and Mahimuang (2020) that indicates that grade 7 students have a relatively good proficiency in English vocabulary due to learning activities that incorporate English word games.

Table 3: Overall Satisfaction Level

Overall Satisfaction Level	
Statistics	Satisfaction Level
Mean	4.91
Standard Deviation	0.24

From table 3, it can be seen that the students rated their satisfaction with the 2W3P model with Kahoot Game as the highest level (\bar{x} =4.91, S.D.=0.24). Sawaengkit, Phongploenpis, and Mahimuang (2020) state that many of students are interested in competing to be at the top of the scoreboard and earn a good rank. This is consistent with the concept of satisfaction as defined by Dawanhote (2018) which refers to a person's liking or satisfaction towards work and other motivating factors. If these motivating factors can meet a person's needs, the person will be satisfied with the quality of their work.

CONCLUSION AND FUTURE WORK

The result of the study shows that students' English grammar achievement in Past Simple Tense on the post-test was significantly higher than the pre-test. Regarding the students' voices towards the use of the 2W3P model with Kahoot game, it can be noted that students appreciate the use of the 2W3P model with Kahoot game and believe that it offers great advantages in improving their English grammar achievement.

Recommendations for using research results or policy are as follow:

1) Teachers should plan a variety of teaching activities that are suitable for their students and responsive to their needs. To meet the students' needs more effectively.

2) Teachers should consider using alternative assessment methods instead of relying solely on Kahoot games. This is because Kahoot games may not effectively measure the grammar knowledge retention of students over time.

Recommendations for future research are as follow:

1) In the practice stage of the 2W3P model, it might be interesting to try any other alternatives similar to Kahoot game such as board games, Quizziz, etc.

2) Grammar content could be more complex.

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