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Making Grammar Practices Interactive through Quizizz

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Abstract

The outbreak of COVID-19 pandemic requires the teaching and learning in universities to be conducted online. There is a shift from traditional paper-and-pen method to online-based teaching due to the growing popularity of online learning. This has affected the implementation of assessments which includes in-class exercise, presentations, and quizzes. Since learning activities take place online for most subjects taught in the university, it has impacted English subjects particularly in grammar lessons. Learning grammar is indeed challenging for students as they need to understand the rules and structure to fully master the content. More practices needed for students to become proficient in the grammar concepts. However, the traditional approach merely focuses on the practices which are dull and less interactive to engage students completing the practice. Due to this, there is a need to create a fun and interesting environment to make grammar practices more interactive through a digital platform. To serve this purpose, Quizizz was selected as a platform for students to perform grammar practices online anytime and anywhere. This web-based application allows students access the practices using their preferred devices such mobile phones, tablets, or computers. The easy access nature of the practices is indeed practical for students to self-monitor their own learning pace. This platform bridges the gaps that most students face when it comes to learning grammar for its complexity. Thus, using Quizizz as an interactive platform for online grammar practices strengthens students' engagement in the classroom.

Key words: Quizizz, grammar, online learning, COVID-19

INTRODUCTION

The outbreak of COVID-19 pandemic requires the teaching and learning in universities to be conducted online. Due to this, online learning has increased in popularity worldwide which caused the shift of traditional paper-and-pen methods to online-based teaching of the education system in Malaysia. For English subjects, learning grammar is deemed challenging especially in a virtual environment as grammar consists of a set of rules and systems to construct sentences. Without these systems, a sentence of clear and explicit meaning cannot be meaningfully formed (Larsen-Freeman, 2021). Therefore, English instructors are always looking for the best method to improve the quality of English proficiency. Most students typically learn English grammar via textbooks or worksheets by completing sentences with the correct grammatical forms. Therefore, it is important to encourage students to learn grammar through an interactive platform that incorporates games, sound effects, images, and authentic contents relevant to the students' context (Fadhilawati, 2021).

Technology-assisted teaching tools have enhanced the variety of assessments that educators can create, adapt, and use in the classroom. Online digital tools provide useful ideas in creating interactive online practices that benefit the educators in creating class materials and practices. Some learning platforms provide useful data about the students' overall scores which can act as a reference for class instructors to prepare lesson plans and teaching materials based on their backgrounds. These educational learning tools such as Quizizz, Kahoot and Quizlet offer varied features that integrate new possibilities for students to practice their skills both in and outside class hours.

With a mission to motivate students at large, Quizziz has become a prominent web-based learning platform for educators to spice up their online teaching. Founded in 2015 by Ankit and Deepak while teaching remedial mathematics at a school in Bangalore, India, Quizziz has shaped the teaching and learning environment. As the COVID-19 strikes in, online learning has taken place in most education sectors, and online assessment has also changed to no paper-pencil policy being administered to students.

The innovation is developed to facilitate students' learning in meaningful ways at their own pace particularly in completing exercises. Since the setting of the platform varies according to the purpose of the content, the content designer can edit the content to cater the needs of the users. Hence, the objectives of developing the innovation are as follows:

      a.   To provide interactive learning activities on grammar using Quizizz.

      b.   To provide learning activities which can be accessed online.

To provide interactive learning activities on grammar using Quizizz.

The project is developed for diploma students (Semester 1), UiTM Cawangan Negeri Sembilan, Kampus Kuala Pilah. These students are enrolled in an English course, Integrated Language Skills 1.
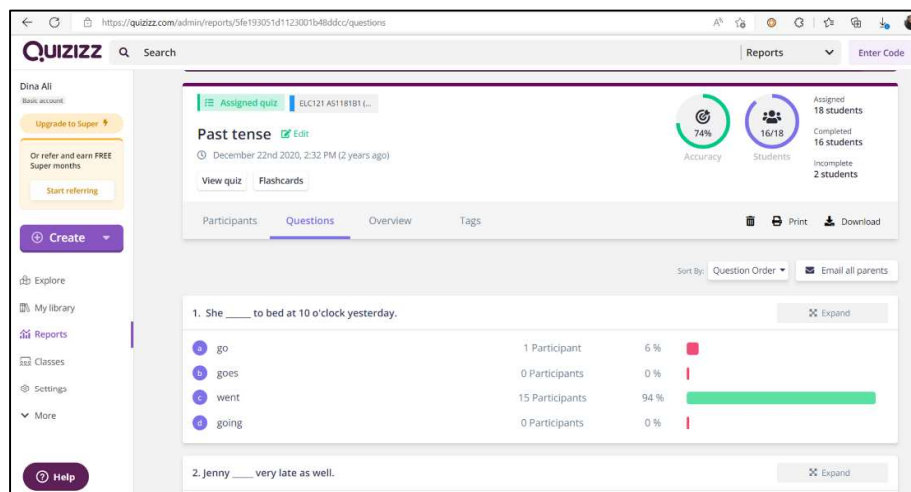

Figure 1 The interface of Quizizz

DESIGN AND DEVELOPMENT OF THE PRODUCT

This project aims to provide students an online platform to complete grammar practices via Quizizz in interactive and meaningful ways. Since learning grammar is difficult due to complex rules and contexts, Quizizz mediates the students' learning experiences in different ways. Students can monitor their own

progress as Quizizz reveals the scores shortly after the students have completed the practices. Completing grammar activities in such manners can create a meaningful and enjoyable learning experience while they make attempts to answer the questions. This activity will make them more motivated to complete grammar practices as they can identify their actual performances through the leaderboard and summary report upon completing the task. This encourages the students to practice more and indirectly improve their own learning.

The project is designed based on the ADDIE model to create effective course materials. The ADDIE process represents five stages of instructional design planning which are Analysis, Design, Development, Implementation, and Evaluation. The model is selected due to the systematic and easier approach to learning. The learning theories embedded in this study is behaviourism. It is learned that most students perform best from the external factors (i.e. rewards and punishments) rather than internal factors. This theory postulates that repeated actions, rewards, and punishments shape the learning process. The use of feedback, for example, reinforces desirable behaviours and indirectly eliminates negative behaviours (Ertmer & Newby, 2013).

Quizizz motivates the students to do practices more as it encourages them to participate in the session and make several attempts to complete the practice. This encourages active participation on the part of the learners as they can improve their performance on their second attempts. As learners have different levels of proficiency in learning grammar, this allows low-proficiency students to further develop their own learning target if they might not be able to achieve their desired scores on their first attempts.

With regards to the cost and time spent in developing the materials, the designers took around two days to select suitable topics needed for the practices and outline necessary designs from the ready-made template available. No cost involved in developing the materials since the platform is free and works with different browsers, including Android and IOS operating systems (Permatawati & Permana, 2019). With its user-friendly interface, Quizizz can assist class instructors assessing their students' progress in language learning.

Quizizz is one of educational applications that applies the concept of gamification embedded in the practices. It has some interesting features such as avatars, music, leaderboard, memes (i.e. Figure 3), and theme with a user-friendly interface that makes the students feel like they are playing a game. The instructors can monitor the students' activities through the report summary tab. The summary provides an overview of the questions that they least likely get them correct.
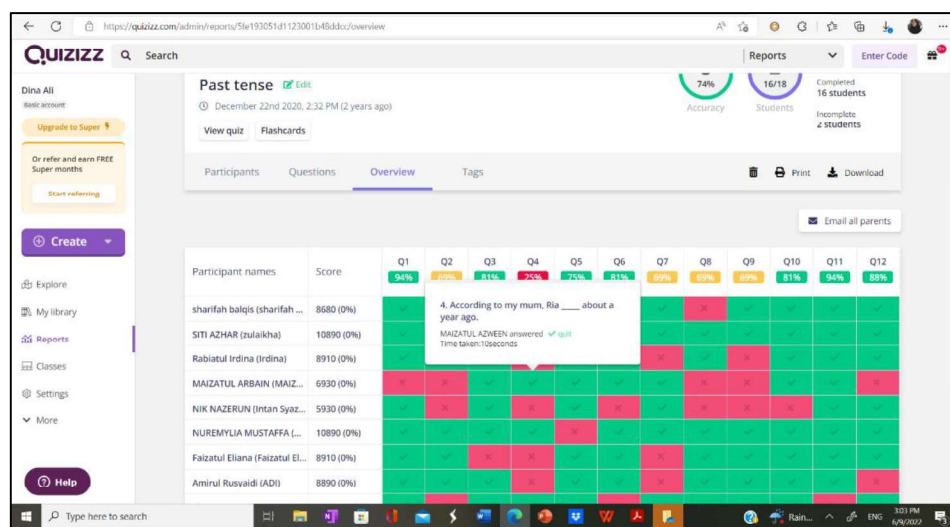

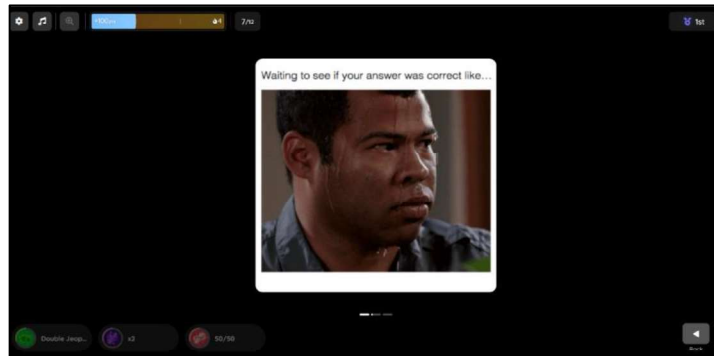
Figure 2 The user interface of the students' response

Figure 3 Example of memes from Quizizz

NOVELTY OF THE PRODUCT

This project is initiated to facilitate students learning activities on grammar for online learning. Since the project was conducted in October 2020, most diploma students in Semester 1, UiTM Kampus Kuala Pilah were still adapting to the new approach of teaching and learning. Most students found that learning grammar is challenging especially for low-performing students. With the Movement Control Order (MCO) employed by the federal government of Malaysia in 2020, all public and private institutions of higher learning and skills training institutions nationwide were closed. This drastic action had limited the movement of the public including university students. To keep learning on-going, there is a need to design online practices on grammar to ensure that all students are not left behind and manage to complete the task within the allocated time frame using their preferred devices such mobile phones, tablets, or computers. Since most traditional grammar practices involve paper-and-pen or plain grammar exercises, using Quizizz provides interactive ways with interesting user interface and layout in practising grammar skills. They have the flexibility to practise more and indirectly improve their understanding of the subject matter.

COMMERCIALISATION POTENTIAL OF THE PRODUCT

This project is initiated to make grammar practices interactive using Quizizz. The uniqueness of this innovation benefits not only the students but also the class instructors in terms of managing the students' performance on certain topics from the summary report (refer Figure 2). It is learned that students achieve more particularly on grammar through the designated practices.

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