

# Incorporating Gamification To Enhance The Speaking Skills Of Primary Level Students Of Telugu Medium Background In Andhra Pradesh.

Yamuna Kintala<sup>1</sup>, Dr. P.V. Ravikumar<sup>2</sup>

<sup>1</sup>Research Scholar, K.L.U Deemed to be University, Green Fields, Vaddeswaram & Senior Lecture in English, Govt. Polytechnic College, Vishakapatnam

<sup>2</sup>Associate Professor, K L Deemed to be University, Green Fields Vaddeswaram, Guntur Dist AP

Email: <sup>1</sup>yamunakintala1979@gmail.com

## **Abstract**

*The Main aim of the Researcher is to Enhance the English Speaking Skills of the rural Telugu medium Students at primary Level in Andhra Pradesh with Game based Learning Activities. To measure the feasibility of learning through these activities, a comparative study has been proposed between the private English Medium Schools and the Government Telugu medium schools. The Researcher personally observed the Teaching Methods adopted by Teachers in Private English Medium Schools and rural Telugu Medium Government schools especially in teaching English Speaking Skills. The objective of the paper is to identify the potency and failings of Speaking Skills of Students with Telugu medium background in AP. And also it aims at projecting the improvement of the students after pre and post intervention study. Research suggests the use of game based learning activities and motivate the students to develop their ability to speak fluently without any fear. Some of the popular games like Scattergories, Charades, Pictionary, Memory games, Bingo and so on can be used in the classroom.*

**KeyWords:** Enhance, feasibility, Comparative study, demonstrate, Gamification, Charades, Pictionary.

## **1. INTRODUCTION**

The Four skills are involved in learning English. They are listening, speaking, reading and writing. Among the four skills, speaking is considered to be the most influential macro skill which is essential for successful communication in all the languages. However, the same skill i.e. Speaking Skill in Telugu medium rural students of AP is very meager measures up to the private English Medium School Students.

## 2. RESEARCH STUDY

For this a comparative study has been proposed between the private English Medium Schools and Rural Telugu Medium Government Schools and the Researcher personally observed the teaching Methods used by both. The following are the observations made by the Researcher.

S.NO	Government Telugu Medium Schools	Private English Medium Schools.
1	Student strength is more.	Less Strength and Ideal size of theclassroom.
2	Lack of all Facilities	All Facilities are Available.
3	No usage of ICT	Usage of ICT
4	Memory based Teaching	Activity Based Teaching
5	Teaching Learning activities provided in a conventional way.	Teaching Learning Activities through Games
6	Less Practice due to overcrowded classes.	More Practice
7	Student Participation is less	Student Participation is more
8	Teaching in Mother Tongue	Teaching in English
9	No Evaluation for speaking skills	Speaking skills are also Evaluated.

Based on the observations The Researcher's aim is to enhance the English Speaking skills of the rural Telugu Medium students at Primary Level in Andhra Pradesh with Game based Learning Activities.

Speaking is one of the basic language skills that have to be mastered. Owing to mother tongue influence, most of the learners are often afraid of making mistakes while speaking in English. They feel shy and lack confidence and feel embarrassed in front of their classmates. In a country like India, many states have different languages. So there are limited opportunities to speak in English where it is not an official language. There is an inadequate exposure to the English language. Hence the communicative and situational language teaching methods need to be prepared in order to motivate as well as make students practice more.

Motivation is one of the Key determinants of success in the language classroom. If the content is not learner centered, it is very difficult for the instructor to engage the students especially the elementary level students. So in order to motivate the students, the teachers are trying to adopt various methods and approaches to develop the language skills. The elementary level students are easily attracted by games.

Traditional methods of teaching focus on drilling learners without taking into consideration the various factors that is the age, their IQ level, their socio-economic background, the present condition of the Student on that day etc that inhibit the learners' from learning the Language.

So, teacher centered lessons make the students feel bored as they are not engaged or motivated. That too, it is very difficult to engage and motivate the primary level students in a 50 minutes class. Primary level classes are generally noisy classes. The students are always distracted one way or other as they are in the age group of around 6 years to 10 years that is from 1<sup>st</sup> Std to 5<sup>th</sup> Std. (Usually it is a stage where children are attracted by the games). So the researcher was of the view that gamification may engage and motivate the elementary students easily. Games encourage student participation and their enthusiasm, creates

interactive environment, increases motivation, fun, lowers anxiety and fear and improves critical thinking.

Normally Primary Level Students like playtime. Games create Interest and createmotivation to learn and practice. So participating in games related to English Language is an effective way to develop the Language and Communicative skills. A game based activity also facilitates Language Learning with fun. A Game is an activity that both the Students and the teacher enjoy daily. Teaching through games is a Student Centered Approach.

There are a number of Games to develop English Language Skills. But only some of the simple games are suitable for the Primary Level Students to develop Communicative Skills. Generally, there are two varieties of Gamification. They are Structural gamification which makes no change in the subject matter. The Distorted Content Method which adds something to the subject matter with minor possible changes. But the games in the both varieties are Visual and Aural channels; Active Language Production (ALP). All the games designed for the acquisition of the skill are challenging and also plays as exhilarating tool to inspire the budding learners. Such gamification provokes and fulfills the needs on the way of enhancement in acquiring Speaking skills.

### **3. APPLICATION OF GAMES**

The games that are used for the improvement of the speaking skills at the Primary School students with Telugu medium background are as follows:

1. Word Games: It helps to develop vocabulary. Show some Items and ask the Students to identify and frame words. Games like Scrabble, Pictionary and Charades also encourage students to use different vocabulary and improve their Communication ability.
2. Charades: This is a game for children of all ages. It is a hilarious game in which a child acts and the other child has to guess the word related to animals, sports, cities, food items, hobbies, titles of filmsetc.
3. Pictionary: It is similar to Charades but draws pictures of a select Word and asks the students to identify and guess the word. Show different Pictures and ask the students to Identify, consider differences and similarities, describing key features in the picture and so on.
4. Scattergories: There are a list of categories like city, food, Animal, vegetable and fruit. One letter will be given and a Student must think of a word that begins with that letter.
5. Memory: Take two sets of matching flash cards or pictures and corresponding words. Ask the students to match the pair. Children love to play this game. It attracts even the distracted children.
6. Bingo: With the use of Internet, Grids with pictures or words of desired vocabulary.  
“ In the United States, Bingo is a game of chance in which each player matches numbers printed in different arrangements on cards with the numbers, the game host draws at random marking the selected numbers with tiles” Wikipedia.
7. Action Rhymes: It promotes the Students Listening Skills by continuous hearing. The repetitive chanting of the rhymes promotes them to develop Speaking Skills along with action. Action motivates the student to participate.
8. Songs: A sense of rhyme and rhythm in the songs helps Students to sing songs for entertainment. It also helps them to develop Vocabulary.
9. Tongue twisters: Usually Children feel difficult to pronounce. So these Tongue twisters enhance the correct pronunciation.

Games keep Students attention focused on review. The result of internet revolution made it possible to bring many websites available in the market to help the students in improving

their speaking skills. Website like super teacher tool.com gives many programs on free of cost to help the teachers in designing and evaluating the games as teaching and learning materials in the class room. In addition to this, there are many online Games available on many websites like “class Quizz Game, Kahoot.IT, Quiz let” and a few others which help the students and teacher in the collective efforts of improving the speaking skills. The Games like “Kubbu, Super Teacher Tool, Flip Pity Game show, fling the teacher and Powerpoint Games and a host of others are also available on the website. Number of websites like quizz.com, get kahoot.com, quizlet.com, purpose games.com, Kubbu.com, Super teacher tools.com, Flippy.net, Content generator.net helps the teachers and the students to learn the Language with Interest and fun.

#### **4. FINDING AND CONCLUSION**

As the Classroom consists of Students with Individual differences, it is not suitable to depend completely on the Traditional method of teaching. Teachers have to create some activities based on the Student Interest and Learning style. Interesting and Enjoyable Games make them to do more practice. Many things are depended on the active participation of the teacher in motivating the students to participate actively in activities inside and outside the class room and also in curriculum. It is also reported through various sources that the curriculum activities initiates many innovative and creative games which strengthens the participants confidence and will power to improve speaking skills. If such activities are engaged regularly by the teachers encouraging the students integrates the mission of improving speaking skills becomes a successful one. Such initiation will never discourage the learner instead it encourages their strength to go for better practices.

#### **5. REFERENCES**

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