



# APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 12<sup>TH</sup> FORM STUDENTS

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### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR $12^{ extstyle TH}$ FORM STUDENTS

### INTRODUCTION

- RATIONALE OF THE STUDY
- AIMS OF THE STUDY
- METHOD OF THE STUDY
- SCOPE OF THE STUDY
- MAJOR FINDINGS OF THE STUDY



- THEORETICAL BACKGROUND
- PRACTICAL BACKGROUND
- RESULT AND DISCUSSION
- CONCLUSION AND SUGGESTIONS, PROPOSALS



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### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 121H FORM STUDENTS

### PART I. INTRODUCTION



### A. Rationale of the study

- Dramatic IT development has positively impacted several aspects of life, not except education.
- There are valuable gadgets for us to develop, utilize and bring into our lessons
- => arouse students' learning interest
- ~ improve the quality of teaching
- ~ help students review and consolidate their knowledge after each lesson especially in the context of the country with a long Covid- 19 epidemic happened



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# PART I. INTRODUCTION



### A. Rationale of the study

- Schools have created maximum conditions for teachers to bring technological achievements into their lessons such as: installing projectors, speakers, TVs, internet, ...
- Students are now allowed to use phones, tablets, and laptops in school for learning purposes
- => Find solutions to apply in teaching and improve the quality of my teaching.
- The application of Quizizz software in teaching English contributes to the innovation of teaching methods.

in the Post-Pandemic
SEAMEO RETRAC, November 17-18, 2022

### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 12<sup>TH</sup> FORM STUDENTS

# PART I. INTRODUCTION



### B. Aims of the study

- > To improve the quality of teaching for 12<sup>th</sup> form students
- + More attractive lectures
- + Not boring consolidations
- + Students' excitement in studying activities
- ➤ To help sts review and consolidate their knowledge
- + Sts remember longer the content of the lesson
- + Reducing the cost of printing and photocopying documents.





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# PART I. INTRODUCTION



### C. Scopes of the study

The study is concerned with investigating the effectiveness of using Quizizz application in designing exercises and supporting teaching and learning English for two classes of 12<sup>th</sup> form students in Nguyen Thai Hoc high school. (about 80 students)



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# PART I. INTRODUCTION



D. Method of the study

Research the theoretical and practical basis of the topic:

- ✓ Method of pedagogical observation.
- ✓ Methods of investigation, comparison, analysis, and synthesis.
- ✓ Method of summarizing through work and teaching experience.
- $\checkmark$  Pedagogical experiment to evaluate the effectiveness of the topic.



### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 12<sup>TH</sup> FORM STUDENTS

# PART I. INTRODUCTION



- **Teachers**: Improve the quality of teaching; promote students' learning results
- □Students: Get more interested in learning activities; improve their reviewing ability by using web application.
- Researcher: Give some knowledge and experience for the researcher in teaching learning process; new reference about media in teaching process.
- ☐ Institution: It can be used not only in reviewing, but also in the test
- => Enhance the quality and reputation.





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- THEORETICAL BACKGROUND
- PRACTICAL BACKGROUND
- RESULT AND DISCUSSION
- CONCLUSION AND SUGGESTIONS, PROPOSALS



### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 12TH FORM STUDENTS

# PART II. CONTENT



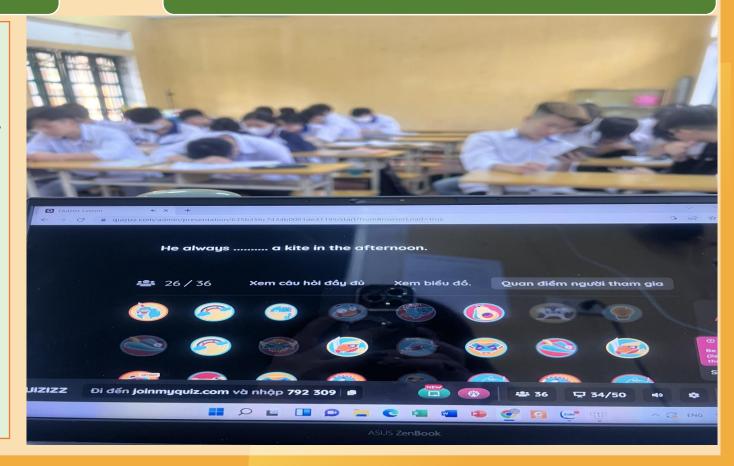
CHAPTER I. THEORETICAL BACKGROUND



Solution 1: To research Quizizz software and how to set up an account and how to compile exercises on Quizizz.

### **Definition Quizizz application**

- ✓ The educational applications that applies the concept of germination.
- ✓ Some interesting features such as: avatars, music, leaderboard, and theme that make the students learn something like they are playing game.







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# PART II. CONTENT



CHAPTER I. THEORETICAL BACKGROUND



Solution 1: To research Quizizz software and how to set up an account and how to compile exercises on Quizizz.

# Definition application

# Quizizz

✓ Also an educational game based software that takes interactive activities into classrooms and provides the students with enjoyable learning experience.





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# PART II. CONTENT



CHAPTER I. THEORETICAL BACKGROUND



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# Definition application

- ✓ It has the leaderboard to show the rank of the students lively
- ✓ Teacher can track the process and download the summary at the end of the quiz to measure the success of the sts

### Quizizz

click anywhere to skip

1	(C)	vy	10800
2		Linh Hoàng	10280
3		Thanh Thảo	10220
4	TODON'S	Lâm vũ	9380
5	ANTHAN	Vinh	9160



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# PART II. CONTENT



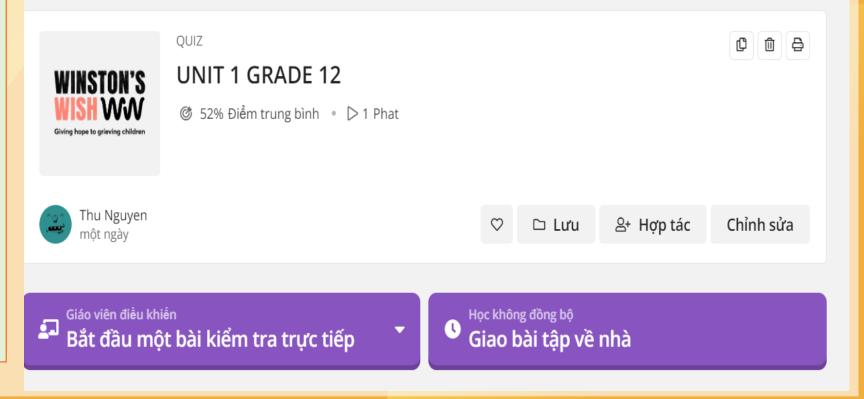
CHAPTER I.
THEORETICAL
BACKGROUND



Solution 1: To research Quizizz software and how to set up an account and how to compile exercises on Quizizz.

Purpose of Quizizz application

✓ Make a Quizizz as homework assignment or have sts complete them in class directly or online





### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 12<sup>™</sup> FORM STUDENTS

# PART II. CONTENT



CHAPTER I.
THEORETICAL
BACKGROUND



Solution 1: To research Quizizz software and how to set up an account and how to compile exercises on Quizizz.

### Purpose of Quizizz application

- ✓ Easily export the results into an Excel spreadsheet and the program saves the data.
- ✓ Quizizz also has integration with Google Classroom



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# PART II. CONTENT



CHAPTER I.
THEORETICAL
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Solution 1: To research Quizizz software and how to set up an account and how to compile exercises on Quizizz.

Purpose of Quizizz application

✓ Students can also use Quizizz as a checking-up activity after their presentation





### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 12TH FORM STUDENTS

# PART II. CONTENT



CHAPTER I.
THEORETICAL
BACKGROUND



Solution 2: Using Quizizz software in English teaching activities: warm ups, practice, regular check-ups and review lessons

- -T design warm-up activity to attract sts' attendant and interest through competitive activity
- Due to the limited duration of each class, Teacher can assign Homework to ask sts to do at home some exercises to revise what they have learnt in class.
- -A wide range of exercise available => T can use or edit to suit the actual situation.



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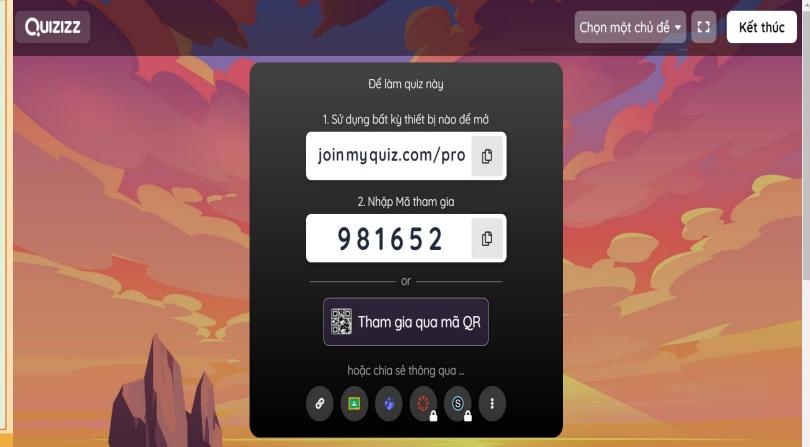
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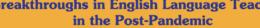


Solution 2: Using Quizizz software in English teaching activities: warm ups, practice, regular check-ups and review lessons

# -STEPS TO ORGANIZE TEACHING ON QUIZIZZ

1. **Step 1:** The teacher opens the pre-prepared lesson on the website, clicks the "start a live quiz" button or assigns homework to choose the form of group or individual play, click "Continue" to get the code and provide it to the students.







### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 12<sup>TH</sup> FORM STUDENTS

# PART II. CONTENT



CHAPTER I. THEORETICAL BACKGROUND



Solution 2: Using Quizizz software in English teaching activities: warm ups, practice, regular check-ups and review lessons

# -STEPS TO ORGANIZE TEACHING ON QUIZIZZ

Step 2: Students open the Quizizz software preinstalled on the phone (or go directly on the website), enter the code provided by the teacher to participate in the game on the interface and the music background is very attractive. Teachers track the student's participation process through the homepage, which can be accompanied by timely comments that add to the attractiveness.





### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 12TH FORM STUDENTS

# PART II. CONTENT



CHAPTER I.
THEORETICAL
BACKGROUND



Solution 2: Using Quizizz software in English teaching activities: warm ups, practice, regular check-ups and review lessons

# -STEPS TO ORGANIZE TEACHING ON QUIZIZZ

**3. Step 3**: Comments and rewards

After the game is over, teachers rely on rankings to reward students who rank at the top of the table, and rely on statistics to understand the weak parts of students to timely correct mistakes.







### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 12TH FORM STUDENTS

# PART II. CONTENT



CHAPTER I.
THEORETICAL
BACKGROUND



Solution 2: Using Quizizz software in English teaching activities: warm ups, practice, regular check-ups and review lessons

-Looking at the following statistics, teachers can grasp that in Q3, Q4, Q6 there are the most students doing wrong, from which, teachers grasp where the weak students are to explain and guide more.







### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 12TH FORM STUDENTS

# PART II. CONTENT



# CHAPTER II. PRACTICAL BACKGROUND



A. Settings of the study

- -Many students lost motivation to learn
- -Technology gaming was introduced as an activity by interacting players
- -Motivational factor is crucial in addressing various types of learning including traditional learning, distance learning, and online learning
- -Moreover, a long Covid- 19 epidemic happened, schools often have to choose online teaching methods.





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# PART II. CONTENT



CHAPTER II. PRACTICAL BACKGROUND



**B.** Participants

The subjects for the study were conducted with 80 students in class 12A3, 12A4 at Nguyen Thai Hoc High school. Each of students owns a smartphone that could access the internet.







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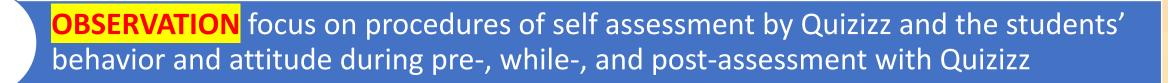
# PART II. CONTENT



CHAPTER II. PRACTICAL BACKGROUND



C. Data collection methods



INTERVIEW to gain specific data of students' feeling, perception, and intention on self-assessment by Quizizz

**TESTS** were conducted to find out how much the students improve their English knowledge understanding after doing self assessment on three quizzes.





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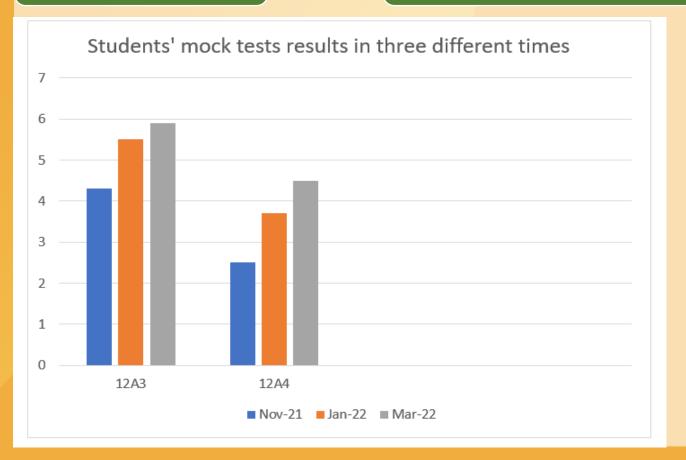
# PART II. CONTENT



# CHAPTER III. RESULTS AND DISCUSSION



### **RESULTS**



In 2 surveyed classes with an increase from 4.2 to 6.9 in average score, class 12A3 ranks the first. Following the general pattern outlined above, 12A4 finally tip over mark 4.6 from mark 2.5.



### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR 12<sup>TH</sup> FORM STUDENTS

# PART II.



### CHAPTER III. RESULTS AND **DISCUSSION**



**RESULTS** 

### Table 1. The Result of Students' views to the Implementation of Quizizz Application for reviewing and learning English

STATEMENT	VG 5	G 4		B 2	VB 1	TOTAL SCORE	%	CRITERIA
I am encouraged to learn English through QuizizzApplication.	35	21	19	4	0	324	82	Very good
I am happy of doing the test through Quizizz Application	20	25	34	0	О	302	77	Good
Learning through Quizizz Application is easy	29	23	27	0	0	318	80	Very good
I can reduce my anxiety in learning	40	21	18	0	0	338	<u>86</u>	Very good
I like the music in Quizizz Application, it makes memotivated to do the test	20	27	16	16	0	288	73	Good
I like the Avatar in Quizizz Application	32	24	18	5	0	344	87	Very good
I like the memes in Quizizz Application	30	25	22	2	О	320	81	Very good
I like the rank (Leaderboard)in Quizizz Application	51	20	8	0	О	359	91	Very good
I like the direct feedback from quizizz Application	44	20	15	0	О	345	<u>87</u>	Very good
Learning and doing exercisesin Quizizz Application is like playing game	50	23	6	0	0	360	91	Very good
AVERAGE		•		•		330	84	Very good

AVERAGE

330

Very good



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### PART II. CONTENT



### CHAPTER III. RESULTS AND **DISCUSSION**



### RESULTS

- Referring to the result presented in figure 1 above, we can know that the students' achievement in learning English increase from the pre-exam to the Post-exam.
- $\Rightarrow$  Quizizz application could enhance the sts' achievement in learning English.
- Based on the result of the questionnaire presented in table 1, we conclude that most of the students presented positive views toward the use of Quizizz for learning English.

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# PART II. CONTENT



# CHAPTER IV. CONCLUSION AND SUGGESTIONS, PROPOSALS



### **CONCLUSION**

- 1. The use of information technology in general and online software in particular in teaching is an inevitable trend in the 4.0 era => innovates the method to improve the quality of English teaching.
- 2. The implementation of Quizizz could enhance the students' achievement in learning English.
- 3. The students presents positive attitude toward the use of Quizizz in supporting Learning English.
- 4. Using Quizizz software to support teaching English in Nguyen Thai Hoc High School is one of the ways to innovate the teaching method to solve certain problems.



### APPLYING "QUIZIZZ" TO DESIGN ENGLISH EXERCISES AND SUPPORT TEACHING ENGLISH FOR $oldsymbol{12}^{ op H}$ FORM STUDENTS

# PART II. CONTENT



# CHAPTER IV. CONCLUSION AND SUGGESTIONS, PROPOSALS



# Suggestions, proposals

- 1. It is recommended to apply or use the Quizizz Application method to generate interest and motivation for improve students' learning English.
- 2. Students should have a special time for reviewing the material in Quizizz application.
- 3. Teacher can improve the creativity, make Quizizz application to be unique like, put the video, picture in the Quizizz application based on the material.
- 4. The school needs to strongly launch scientific research movements, actively design teaching utensils, actively use information technology applications in teaching.
- 5. Authorities at all levels and sectors of education and training should pay proper attention and invest in completing teaching facilities for schools in need.



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# Jistening