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13th International Conference on TESOL
Breakthroughs in English Language Teaching
in the Post-Pandemic

SEAMEO RETRAC, November 17-18, 2022

ENHANCEMENT OF PERFORMANCE AND MOTIVATION THROUGH APPLICATION OF BLOOKET IN AN ENGLISH CLASS



M.A My Tran
Bac Lieu High School



ABSTRACT:

- This six-week research to examine the improvement of learning through Blooket.
- It plays a significant role in motivating students' interaction, enhance learning and teaching successfully.
- It benefits the motivation of students in long-term learning.
- The outcome of this research gains the improvement of students' motivation in learning due to attractive atmosphere during the courses and rewards or compliments of teachers.
- Healthy and positive habits of learning will not only allow them to learn in a safer classroom atmosphere but also build strong and lasting learning habits within the students.



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INTRODUCTION:

- “Without grammar very little can be conveyed, without vocabulary *nothing* can be conveyed.” (Thornbury, 2002)
- Vocabulary plays an important role in learning second/foreign language.
- Teaching vocabulary must be interesting enough for learners to learn and remember it well.
- Vocabulary is becoming a burden to language teachers and learners. For language teachers, they always complain why their learners are not able to remember new words.
- Learning new words through games is one of good ways that many researchers have conducted and suggested to solve these problems.
- This research was conducted to examine whether games have significant impacts on the students’ learning and remembering new words.



RESEARCH QUESTIONS:

1. What can the teacher do to motivate and manage high school students' learning English?
2. How can the teacher help students improve their learning skills from the management of BLOOKET?
3. How does the teacher do to motivate their students' effort in the classroom as well as outside the classroom?



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METHODOLOGY:

PARTICIPANT:

- 40 grade 12 students (Class12A6) in Bac Lieu High School.
- 80 grade 10 students (Class 10A2 – 10A6) in Bac Lieu High School

INSTRUMENT:

- Blooket web-page system
- Pretest & Posttest
- Questionnaires



What is Blooket and how does it work?

- a gamified learning platform where teachers host games through question sets and students answer on their own devices. This is an assessment-center tool, specifically formative assessment.
- hundreds of premade question sets for teachers to use or teachers have the option to make their own set unique to their class. This new take on reviewing or practicing material can increase students' engagement and excitement.
- Teachers help students succeed by increasing communication and understanding between the classroom and the home with different kinds of games (14 types). It serves as a great motivator for students to complete assignments if they know there is a possibility of playing Blooket.



Blooket Question Set Creator mytran313@gmail

Create

- Discover
- My Sets
- Favorites
- History
- Homework
- Play
- Settings

Cover Image
Drag and Drop or
Image Gallery
Upload a File
Upload by URL

Title (required)
Add a descriptive title

Description
Tell users about your question set

Privacy Setting
This decides who can find and play your question set
 Public Playable by Everyone

Creation Method
This decides how you will start adding questions to your set
 Manual Quizlet Import

Upgrade to Plus

Go to play.blooket.com and enter Game ID: **5292942** Copy Join Link

Blooket **1 More**

Blooket

Create

- Discover
- My Sets
- Favorites
- History
- Homework
- Play
- Settings

Upgrade to Plus

64 Questions

UNIT 11 - GRADE 10

410 Plays
Edited 8 months ago

Solo Host

118 Questions

UNIT 9 - GRADE 10

374 Plays
Edited 10 months ago

Solo Host

55 Questions

GRADE 10 - UNIT 12

297 Plays
Edited 8 months ago

Solo Host

84 Questions

Unit 10 - GRADE 12

56 Questions

UNIT 4: School

63 Questions

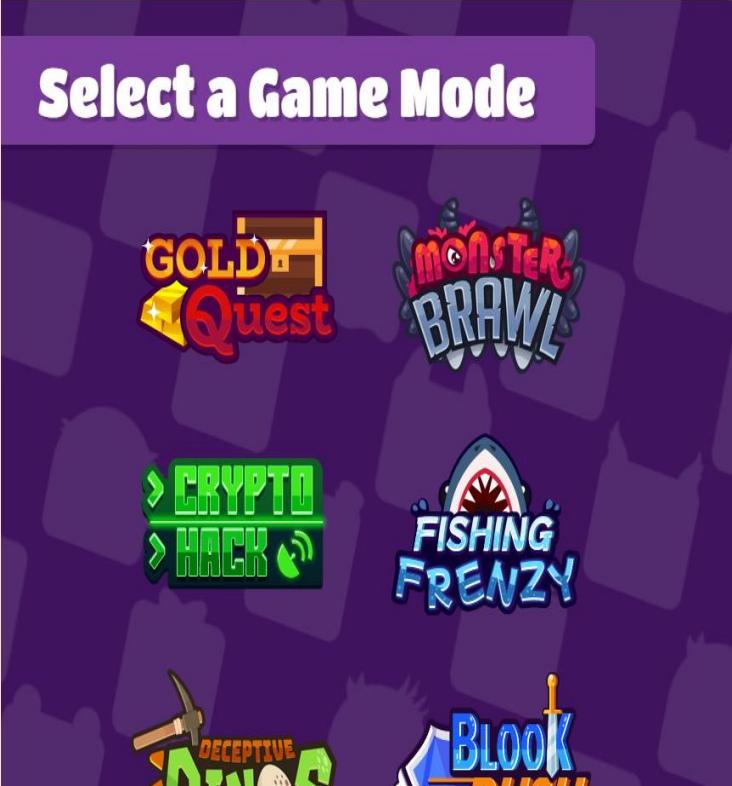
Unit 3: Ways of




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Select a Game Mode



GOLD Quest

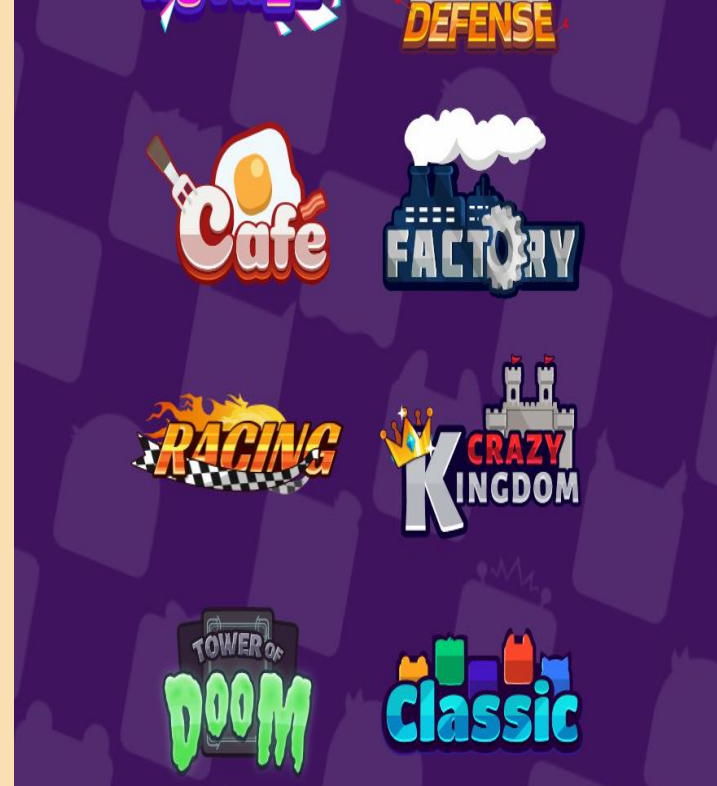


Exciting Twists and Chests Full of Gold!

Build your riches in this chaotic mode by answering questions to earn gold and take it from other players

- 📍 Speed & Luck
- 👤 Player Limit: 60 (300 for Plus)
- ☰ 3+ players suggested

Host Game



FISHING FRENZY

Cast, Reel, and Prepare for Lots of Surprises!

Cast out your line and answer questions quickly to reel in the biggest fish in the whole wide sea

- 📍 Speed & Luck
- 👤 Player Limit: 60 (300 for Plus)
- ☰ 2+ players suggested

Host Game



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PROCEDURE:

- Six vocabulary quizzes and six grammar quizzes were prepared to engage the students in reviewing the lessons taught each time. (within 6 weeks of studying knowledge)
- Students could see how many points they earned at the end of the game.
- The purpose of doing quizzes was to investigate how well students understood grammar and vocabulary.
- They were informed that the scores gained from those quizzes would not affect their grades, but the scores they earned from the post-test (30 points) would be calculated for grading in this course. The post-test was done on paper after the course had finished.

DATA COLLECTION AND ANALYSIS

Pretest & Posttest	Excellent (9-10)		Good (8-8.9)		Fairly (6.5 – 7.9)		Average (5 -6)		Weak (0 – 4.9)	
	N	%	N	%	N	%	N	%	N	%
Pre			9	7.5	15	12.5	42	35	54	45
Post	3	2.5	15	12.5	27	22.5	60	50	15	12.5

Table 1: Results of Pretest and Posttest.



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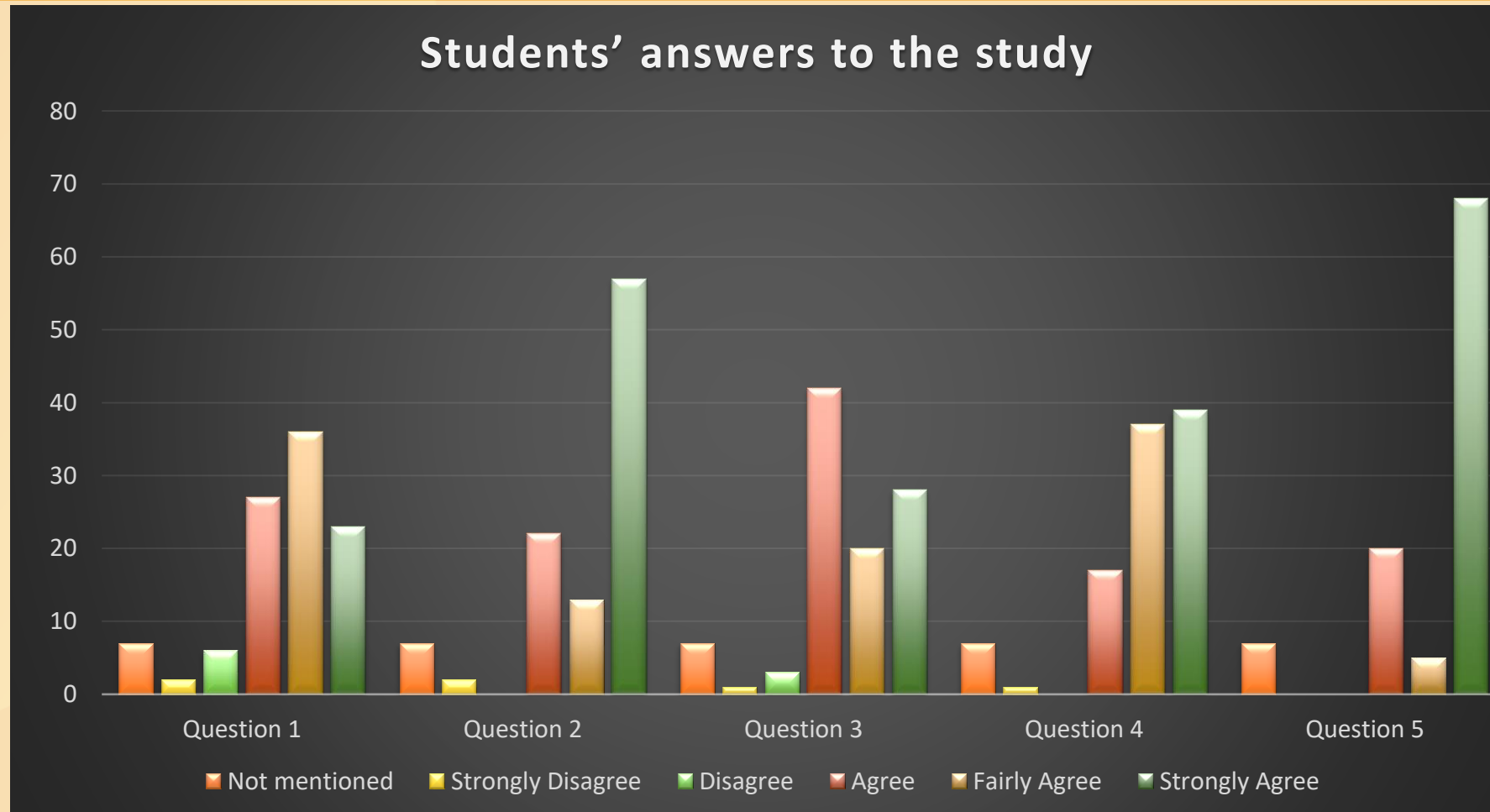


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Table 2: Students' answers to Pre - Post Study Number: 120

Questions:

1. How do you like learning English more?
2. With Blooket, you can learn the lessons or the games positively and effectively in the classroom and at home.
3. Learning by Blooket is interesting and motivating.
4. How do you understand the lessons?
5. Do you like rewards (bonus marks/ small gifts) or compliments of the teacher?



* **Table 2:** 8 students conducted the questionnaires but they did not answer any questions



MAIN FINDING

“The more the students do, the more successful the class will be.” (Oanh, 2011)

The findings showed that students were able to learn, interact, and have fun at the same time.

The results of the research point out that games benefited students in vocabulary retention and grammar usage. Furthermore, students showed positive attitude toward learning vocabulary through games.

It brought new color to the class with free game - based learning.



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**Thank you for your
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