

COMPARISON OF THE EFFECTIVENESS OF BOARD GAME AND SONG FOR THE CHILDREN'S SPEAKING SKILL

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Abstract: *This study aims to determine the effectiveness of the board game and song in improving speaking skills in kindergarten children. A total of 40 kindergarten children aged 5-6 years in a school in Sumbawa, West Nusa Tenggara Indonesia, with details of 20 children for group A and 20 children for group B who were involved in this study. This research is an experimental study with a static group pretest posttest design. The research data were obtained through the t-test to obtain the min scores of the subjects from the two research groups. The results were analyzed using SPSS 22 for windows. The results showed that the final score obtained by group A was 59.60 while the final score for group B was 60.20. In conclusion, there is a significant difference as a whole based on the final score of the two groups of 0.6. This shows that both board game and song learning media have an influence on children's speaking ability, but the song method has a more effective effect in improving children's speaking ability compared to board games.*

Keywords: *board game learning media, song, speaking ability*

Introduction

Speaking is a very difficult skill to master. It is due to the fear that children make mistakes when speaking. Hughes (2011) states that the factors that cause young learners to be doubtful to express some ideas while speaking are they have to speak fluently, have a good grammar, vocabulary, pronunciation and comprehension when they talk to several people (Hughes, 2011). Thus, if young learners aware on these five elements, they will be fluent to speak English. However, the desire to master speaking is not that easy. Thus, it is the task of the English teacher at school to make teaching process interesting, so that the young learners can easily develop their skills both the teaching strategies and teaching media which facilitate the young learners become confident to speak in front of the class or a lot of people. In addition, the teacher's goal of teaching speaking is to improve children's self-confidence when interacting with other people.

Children are into playing and really like to see interesting pictures and listen to songs. Thus, the use of songs and games are encouraged. Songs and games can also easily attract the children's desire to speak properly and correctly based on the five components of speaking. However, teachers must pay attention to games that are in accordance with the wishes of the young learners to achieve speaking proficiency. Charla (2017) states that in creating a game, it is highly recommended to create games based on the steps of children's development. Thus, it can be concluded that board games are one of the games that will become a medium to improve young learner's language development, especially speaking skills.

Board games can assist children obtain knowledge such as differentiae colors, shapes, and even distinguishing letters too. In playing board games, children will easily communicate with several people because board games trigger them to participate and produce ideas actively and spontaneously. Chou (2017) states that board games are the games that can motivate children to communicate well through body language or spoken language, board games are also able to bring comfort for children. For the media, songs can be used to encourage children's enthusiasm to start learning speaking skill, and also initiate innovations.

Songs are fun media for children because the presence of songs in the classroom will attract their interest in learning. Shin (2017) states that using songs in carrying out a lesson involving children must be adapted to their learning styles, namely interesting and fun class. It can be done by a teacher to avoid students' boredom during lesson in the classroom.

Based on the explanation above, it can be concluded that children will speak well in terms of fluency, grammar, vocabulary, pronunciation and also comprehension if someone who guides these children provide suitable media or strategies to attract their interests. Therefore, in this study, the researcher applied a board game and song to foster the kindergarten children's speaking skill.

Statement of Problems

In this study, the researcher focuses on speaking skill of the children. Bordin and Renblad (2019) state that there are still many kindergarten children who are still prone to experience several problems in speaking. Their development in communication is still very poor. Further, they also need more support so they can speak well, especially in foreign languages.

Sharma (2018) argues that several factors cause barriers to children in speaking, which includes the lack of strong or appropriate ideas to tell others, the lack of proper vocabulary to express ideas and most importantly the lack of methods, techniques or interesting teaching that trigger the children's utterance.

Therefore, teachers must first pay attention to what children want so that they will pursue their speaking skills in the classroom. It can be said that the teacher must have a method or media that can attract the children's attention. Rao (2019) states that teachers have to understand what the problems encountered by children in learning are, especially in English and teachers must also implement various strategies in the classroom if they want to improve children's speaking skills in English. It will also help teachers' teaching skill when using new methods or media in improving children's speaking skill.

Thus, in this study the researcher attempted to overcome the problems that emerged in the speaking skill experienced by kindergarten children by using board games and songs to see the improvement of their speaking skill.

Literature Review

The notion of speaking may seem interesting to discuss. It is crucial for students to acquire speaking skills for the purpose of communicative purposes (Iman, 2017). Speaking is normally imitative and reproductive providing students to practice patterns of language and communication (Becker & Roos, 2016).

The Importance of Speaking Skills for Children

The ability to speak becomes a concern among students because speaking is sometimes very difficult to master. Rao (2019) reveals in his research that in this modern era speaking ability plays an important role for everyone. It is because the ability to speak a language must be mastered in this global world. It can be concluded that if everyone does not master the ability to speak, it will be very difficult to express ideas, even it will be very difficult for people to compete in global market. Therefore, speaking ability should be learnt from an early age so that in the future children can easily compete anywhere.

Theory of Language Development

In this study, researchers followed several theories that are suit with this study, including the social cultural theory) which is the basic theory in language especially on speaking ability. In addition, transformative theory is also a supporting theory which forms the basis for language skills, especially speaking skills.

Theory of Social Cultural Vygotsky

Based on the theory community plays a central role in the social process of individual knowledge development that we can see how people develop their knowledge and how they get meaning from their knowledge are created in social contexts (Eko and Endro, 2019). Therefore, Vygotsky believes in the role of language as the most important tool for accessing this social knowledge. Thus, teacher learning in the study is mediated by language

Transformative Theory Chomsky

Based on the transformative theory this theory facilitates the process of first language acquisition and children do not acquire the principles of a language which are common among all languages but he is born with the knowledge of those principles and they are part of his genetic predisposition (Mehdi, Fatemeh and Ali, 2017). The child must learn the parameters which are different across languages.

Theory of Board Game

Children are very enthusiastic to learn with games inside or outside the classroom. Learning by playing is very important to use in children's learning activity. Board games are an important tool to provide hands-on and heads-on skill and knowledge development for people of all ages on all subjects. Not only do well-designed games create an engaging atmosphere, they also provide a non-threatening, playful, yet competitive environment in which to focus on content and reinforce and apply learning (Tharrenous, Anna and Maria, 2021).

Playing is also the most important means for children to involve concrete self-experiences and involve abstract thoughts from children so that indirectly children can spontaneously improve their way of communicating in accordance with their concrete experiences and abstract thoughts.

Theory of Song Based of Howard Gardner's Theory of Intelligence

Musical Intelligence

Lately, music has strong bond in humans' daily life. It is due to the fact that humans can express their feelings through music, either a sad or happy condition. Music is believed to help people understand their intelligence.

Musical intelligence is a type of intelligence that can identify the tone, rhythm, and emotional side of sound (Sener and Cokcaliskan, 2018). There are several examples in musical intelligence, namely the presence of singers and even musicians who contribute their ideas to listeners.

In this study, the researcher wants to see how extent are children listening and imitating songs by producing their ideas based on the songs or chants to others to increase their speaking skill.

Linguistic verbal intelligence

Linguistic verbal intelligence is the ability that is found in humans to convey ideas or feelings, by expressing it through a language or through communication with the environment.

Language or Verbal-Linguistic Intelligence is one kind of multiple intelligence which children have. Then, this verbal-linguistic intelligence is intelligence that is most frequently used in daily activities. In other words, verbal-linguistic intelligence is the intelligence which is associated with the ability to perform as well as to understand the information and communications from interlocutors, either in oral forms or in written forms (Nur 2017). Every single person in this world agrees that the language becomes the most important thing in human life since they communicate with others by using a language either Indonesian, English, or any other languages that a person masters.

In this study, the researcher improved children's speaking skills so that the children can show their linguistic intelligence with others. In addition, children will be able to process the language or words when they want to communicate with other people.



Figure 1: Theoretical Framework

Methodology

For this study, the researcher used a pre-experimental design with the type of *Static Group Pretest Posttest Design*. Fraenkel and Wallen (2012) states that the pretest-posttest static group is different from the static group comparison design, while the pretest was given to both groups. In this study, the two groups were given different treatments, namely group A was given board games and learning media and group B was given song as the learning media.

In this study, the researcher selected children aged 5-6 years in Bina Insan kindergarten school to be the respondents because Bina Insan is one of the school in Indonesia that have a relation on the problem in this study. As previously explained, the research used purposive sampling regardless of the gender or the family background.

Table 1: The Sample of This Study

Class	X		Y	
Age	5-6 years ld		5-6 years old	
Gender	Male	Female	Male	Female
Number	9	11	8	12
Total	20		20	

Based on the table above. The researcher involved two classes. These two classes had sufficient number of samples needed to carry out the experimental research. According to Sekaran (2003), in an experimental study, a sample that is involved in a comparison may be carried out at least 10 to 20 people.

Validity and Reliability

In this study, validity and reliability included song instruments and speaking exams, namely pre-test and post-test. The validity of the instrument refers to its suitability and correct meaning to be used in conducting research. In this study, the researchers used an instrument assessment form which contained three parts including part A which summarized the background of the expert, part B is the items related to the board game and song instrument, then part C is the last part which included the pre-test content and posttest speaking skill. In conducting this research, the researcher appointed three experts to assess the validity of this research instrument.

Table 2: Experts' Background

Expert	Expert in the Field	Position	Years of Experiences
1	Kindergarten Education	Lecturers	15
2	Kindergarten Education	Lecturers	18
3	English Education	Lecturers	17

The implementation of this research began from October, November to January to ensure that children in group A and group B actually received learning as designed in the study and were not influenced by other methods of reading learning. In this study, the researcher did not use December to conduct the research due to the semester's school holidays, so the researchers continued the research until January 2021.

Procedure of Analisis Data

To conduct data analysis, the researcher used statistical tests, including the data normality test to determine whether the data was normally distributed or not, *Paired Sample t-Test* for testing two paired samples which were paired. what is meant is a sample with the same subject but experiencing two different treatments and measurements and the researcher used the *Independent Sample t-Test* as well to examine whether there is a significant difference between the variables so that it can be used to find out whether there is a difference between the boards. game and song to improve speaking skills for children.

Table 3: Statistical Test to Answer the Research Questions

Research Questions	Statistical Test
1.1 What extent is the effectiveness of board games on the speaking skill of children at Bina Insan Kindergarten Sumbawa Indonesia?	Uji Normalitas dan <i>Paired Sample t Test</i>
1.2 What extent is the effectiveness of songs on the speaking skill of children at Bina Insan Kindergarten Sumbawa Indonesia?	
1.3 What extent is the significant comparison of effectiveness between board games and songs on the children's speaking skill at Bina Insan Kindergarten Sumbawa Indonesia?	<i>Independent Sample t Test</i>

Result

This part depicts several related findings of the study based on the results of data analysis after the research was successfully conducted. In connection with that, this chapter also presented deep analysis from the use of board games and songs in improving speaking skills in children aged 5-6 years. Some of the findings of this study were carried out based on sub-topics to answer the entire study problem stated below:

- 1.1 What extent is the effectiveness of board games on the speaking skill of children at Bina Insan Kindergarten Sumbawa Indonesia?
- 1.2 What extent is the effectiveness of songs on the speaking skill of children at Bina Insan Kindergarten Sumbawa Indonesia?
- 1.3 What extent is the significant comparison of effectiveness between board games and songs on the children's speaking skill at Bina Insan Kindergarten Sumbawa Indonesia?

Table 4: Summary of Normality Test from The Analysis Data

Variable	Sig.	Decision
Pretest of speaking skill for group Board game (A)	0.200	Normal
Posttest of speaking skill for group board game (A)	0.229	Normal
Pretest of speaking skill for group song (B)	0.124	Normal
Posttest of speaking skill for group song (B)	0.222	Normal

Based on table 4.2. It can be concluded that the normality test in this study as a whole has a significant value > 0.05 , so it can be well-claimed that the overall results are considered normal.

Table 5: The Results of The Analysis of The Paired Sample T Test Based on The Sig Value (2 Tailed)

Variable	Sig(2 tailed)	Decision
Speaking conclusion	0.00	H _a accepted

The results of the paired sample t-test analysis on speaking ability generate a value that has a significant difference of 0.00. It can be concluded that from the results, H_a was accepted and H_o was rejected. Through the results of this analysis, it can also be concluded that the implementation of board games and songs significantly effective and had positive effect for the subject of study in learning speaking skill.

Table 6: The Summary of The Analysis Results from The Significant (2 Tailed) Independent Sample T-Test

Final result of significance (2 tailed)	Decision
.000	H _a accepted

Based on table 4.6 above, it can be concluded that the results of the analysis of the independent sample t-test are significant (2 tailed) $.000 < .05$. This means that there is a significant difference in point scores between group A and group B. It can also be said that based on these results, H_a was accepted and H_o was rejected.

Based on the descriptive value, it was positively proven that group B using song to improve speaking ability in children aged 5-6 years got an average score and a higher score than group A by using a board game to improve their speaking skill.

Conversations

Based on from the results of the pre-test and post-test score, it was shown that there was an improvement in speaking skill for all participants involved in the study which were divided into two groups. This is also in line with research from Riko Ade Maulana (2019) and also Shehadeh (2016) which proved the use of board games and songs had the impression of improving speaking skills. In addition, their research also found differences in the level of scores of the pre-test and post-test of each group that was the subject of their research.

Then, the results of this study also showed that the use of the quantitative method with the Static Group Pretest Posttest Design has helped the researcher to get different impressions of speaking ability through the effectiveness of the board game and song which were applied to the board game group and the song group.

In addition, based on the results of this study, it can be concluded that song is more effective in improving speaking skills in children aged 5-6 years. Based on the analysis, the researcher also found that children were very happy to learn by using board games and songs, especially children who were very enthusiastic about learning through songs in this study.

Reserves

Based on the research that has been carried out which includes the results of the implementation of the research, the results of the research and also the implications that the researchers have stated, the researcher provides suggestions for the future research. Some of these suggestions are as follow:

- (i) Based on the aspect of using the board game for group A (board game) which is applied to children aged 5-6 years only. In addition, its use does not need to pay attention to the genre which is also caused by the existence of Covid-19 so that researchers do not separate the children's genre. Therefore, the researcher suggested that this board game be given more attention in applying it so that beside improving speaking skills in children aged 5-6 years, it can also improve other skills such as reading, listening and writing with children over 6 years old to the top.
- (ii) Another aspect beside the board game is the song. In this study, the researcher used five songs in group B (song), which were loved by children aged 5-6 years and even more. Thus, the researcher suggests the next researchers to add new songs where the songs also match the children's interests. This is because children get bored easily if they listen to monotonous things, so that children can improve their speaking skills and other abilities in language learning.
- (iii) The focus of this study focused on the speaking ability of children aged 5-6 years which based on five communicative competences including fluency, grammar, vocabulary, pronunciation and comprehension. Therefore, the researcher suggested that a teacher pay attention to provide value to research subjects based on these communicative competences.
- (iv) Then, this study also limits the research location which is only one kindergarten school in Sumbawa, Indonesia, so the researcher suggests to the next researchers to determine other schools or even further expand their research locations, be it private schools or public

- schools, in order to see the extent of the impression of the effectiveness of board games and songs on the research subject.
- (v) This study also has two different groups with different teaching media in which the first group was given the board game treatment and the second group was given the song treatment. Moreover, the researcher hopes that later the next researcher can carry out learning in improving speaking skills by using board game and song media to improve other abilities such as reading, listening and also writing in children aged 5-6 years or more.
 - (vi) In this study, the researcher suggests the parents to pay more attention to what the children need at home, so that they have desire to learn well and able to develop their abilities in any field.
 - (vii) Apart from the suggestions above, the researcher also suggests that the next researchers pay more attention to the needs of children, especially those who are currently in the Covid-19 period. Then, this learning can also be expanded again, either for formal classes or remedial classes.

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