

Oh-LEM-Pic: Improving second language learners' interest in English through physical games

MAJDINA MANSOR

ZAIDATUL AKMAL ABDUL HAMID

MOHD DZAQUAN IMRAN MOHD ALIAS

NUR AFIFAH ABD HALIM



الجامعة الإسلامية العالمية ماليزيا
INTERNATIONAL ISLAMIC UNIVERSITY MALAYSIA
يُونَيْتِي اِسْلَامِي اِنْتَار اِبْعَسَا مَلِيْسِيَا

Garden of Knowledge and Virtue


Introduction

- English as second language (ESL) learners may lack interest to learn the language
- Reluctant to use the language – afraid of making mistakes
- Would participate minimally in class



Problem statement

- Conventional teaching method might intimidate learners
- Limit their opportunities to use the language
- Gamification of learning: eliminate boredom, improve classroom dynamics - making learning less monotonous and more interactive (Mousa, 2022; Myhre & Fiskum, 2020; Silalahi, 2019).
- Create an opening for students to practice their language skills freely (Silalahi, 2019).



Objectives of Oh-LEM-Pic

1. Provide opportunities for students to use English outside the classroom setting
2. Increase their interest and motivation towards the language



What is Oh-LEM-Pic?

- a series of games which can be played in various sequences
- combines physical and language games



What is Oh-LEM-Pic?

Hopscotch and Spelling Bee
(playing hopscotch while
spelling)



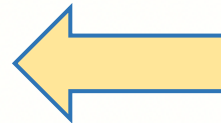
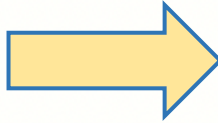
What is Oh-LEM-Pic?

Old School Games (congak and carrom)



What is Oh-LEM-Pic?

- Mind-rathon (word games)



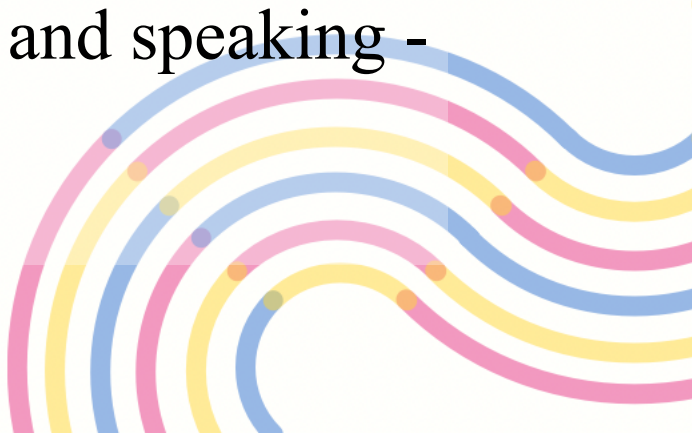
- One-minute speech (speaking can be a good sport)
- Trivia-thlon (trivia quizzes)





Value added: Practicality and Sustainability



- Applicable for other language learning
 - Suitable for different levels of language learners (beginner – advanced) (preschoolers – adults) – questions could be modified appropriate to level.
 - Open for modification – depending on time and sources available
 - Appropriate for all four skills (reading, writing, listening and speaking - games could be modified accordingly)
- 



Impact – Findings



- Create fun and relaxing environment
 - Improve motivation
 - Encourage English language use for communication and interaction
 - Students were able to express themselves comfortably - less worried about language accuracy as they would in classes
- 