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THE INTERNATIONAL COMPETITION ON SUSTAINABLE EDUCATION



20TH AUGUST 2025

TRANSFORMING EDUCATION, DRIVING INNOVATION AND
ADVANCING LIFELONG LEARNING FOR EMPOWERED WORLD

THE FOURTH INTERNATIONAL COMPETITION ON SUSTAINABLE EDUCATION 2025

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THE EXTENDED

ABSTRACT

C A T E G O R Y A & B

INNOVATION IN TEACHING & LEARNING

EXPLOREARABIC

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ABSTRACT

ExploreArabic is an innovative Arabic language learning tool designed for secondary school students, integrating interactive PowerPoint presentations with ClassPoint to enhance vocabulary acquisition. Built around themes from the KSSR Arabic syllabus, the module leverages gamification strategies to provide a fun, engaging, and pedagogically sound learning experience. The project aims to support 21st-century learning principles by combining language mastery with digital interactivity, creating an active learning environment aligned with students' technological preferences.

PROBLEM STATEMENT

Traditional Arabic language teaching methods often fail to capture student interest, particularly when delivered through static or one-way mediums. There is a clear need for interactive, student-centered tools that align with digital learning environments and national curriculum goals. Additionally, existing materials may not fully utilize gamification to motivate learners or provide real-time feedback to reinforce learning.

OBJECTIVES

1. To design a ClassPoint-powered PowerPoint module that facilitates Arabic vocabulary learning aligned with the KSSR curriculum.
2. To gamify the learning process using interactive elements that increase student engagement and participation.
3. To support teacher-led and student-centered learning in a hybrid or physical classroom setting.

METHODOLOGY

The innovation employs a development-based approach with iterative feedback cycles from language teachers and trial sessions with students. The module is designed using Microsoft PowerPoint with integrated ClassPoint tools, including quizzes, gamified missions, and visual storytelling. Key features include:

- Interactive storyline and character-based journey.
- ClassPoint quizzes embedded within learning missions.
- Vocabulary-focused challenges with visual prompts and audio support.

TARGET AUDIENCE

- Primary school students studying Arabic under the KSSR curriculum.
- Arabic language teachers in Malaysian primary schools.
- Educational technologists and curriculum developers.

INNOVATION AND CONTRIBUTION

ExploreArabic introduces a creative, story-based learning module that transforms a static PowerPoint into a gamified digital learning experience. By utilizing ClassPoint, it bridges the gap between traditional instruction and interactive learning. Its integration with 21st-century skills (communication, critical thinking, and collaboration) aligns with national education reform. Furthermore, the innovation offers:

- A ready-to-use digital resource for Arabic teachers.
- Contextual vocabulary exposure with formative assessment tools.
- A replicable model for other language subjects.
-

CONCLUSION

This project demonstrates that simple tools like PowerPoint, when creatively integrated with interactive platforms such as ClassPoint, can yield high-impact educational experiences. ExplorArabic stands as a practical and scalable solution for improving Arabic vocabulary instruction while promoting student motivation and teacher empowerment.

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