

عنوان مقاله:

A Quantitative Study of EFL Teacher's Opinion on Learning Vocabulary through Games

محل انتشار:

نوزدهمین کنفرانس بین المللی مطالعات زبان، ادبیات، فرهنگ و تاریخ (سال: 1403)

تعداد صفحات اصل مقاله: 8

نویسندگان:

Malek Ahmad Kord - Assistant Professor, Farhangian UniversityZahedan (Sistan & Baluchistan) Branch, Iran

Mahla Jafari moghadam - B.A student, Farhangian UniversityZahedan (Sistan & Baluchestan) Branch, Iran

خلاصه مقاله:

In recent years, the interest in learning and acquiring vocabulary has increased. Many aspects of vocabulary learning and acquisition have been investigated in various areas of research conducted in this field. In a Communicative Language Teaching (CLT) classroom, engaging in vocabulary games is an activity that prompts students to interact actively with their peers, employing their native language. Due to the importance of learning vocabulary, the main purpose of this study is to investigate increasing students' motivation and vocabulary learning through teachers' opinions. To reach the goal of the study, ۱۲ female teachers were selected from five different schools in Bam. The instrument used to collect information was a questionnaire survey. The participants' responses to the questionnaire were evaluated in Microsoft Excel once they were collected. The findings of the research show that questions given by researcher will be categorized into three teachers' opinion related to the teaching vocabulary. They are: ۱) Teachers' opinion about teaching vocabulary in junior high school, it showed (۵۸.۳۳% out of ۱۰۰%, a total of strongly agree and agree answers), ۲) teachers' opinion regarding the use of word games in teaching vocabulary, which showed (۷۵% out of ۱۰۰%, a total of strongly agree and agree answers) and ۳) Teachers' opinion regarding the effectiveness of word games in teaching vocabulary (۴۱.۶۶% out of ۱۰۰%, a total of strongly agree and agree answers). The results of this research showed that games play a significant role in better learning, and learners engage into friendly competition.

کلمات کلیدی:

Learning Vocabulary, CLT, Games

لینک ثابت مقاله در پایگاه سیویلیکا:

<https://civilica.com/doc/2098786>

