

## **ENHANCING THE STUDENTS' GRAMMAR ACHIEVEMENTS OF CONDITIONAL SENTENCES BY USING QUIZIZZ PLATFORM IN SENIOR HIGH SCHOOL**

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### **ABSTRACT**

*Grammar Instruction in MAN Kota Blitar especially in class XI IPS 2 is not satisfactory. Because of that reason, the reserchers conducted a classroom action research to investigate 35 learners' Grammar improvement of conditional sentence by using quizizz platform. The procedures of this research included: Planning, Acting, Observing, and Evaluating. For gaining the data, the researchers used Test and Questionnaire. The finding revealed that the Quizizz platform could enhance the stuudents' achievement as well as gained positive views from students. Therefore, the researchers suggest the English teachers to use Quizizz Platform for creating joyful learning in or outside of the classroom.*

**Keywords:** *Quizizz, Grammar, Conditional sentences, Classroom Action Research, Senior High School*

### **1. INTRODUCTION**

Grammar in English language learning is one of the essential sub-skills. A knowledge of grammar is perhaps more important to a second language learners than to a native speaker. The native speakers tend to internalize grammar through daily conversations while non-native speakers need extra conscious effort to acquire grammar in order to be able to speak and write as well. (Fadhilawati, 2019) state that it is essential for the learners of foreign language to study English Grammar, because it will support them to communicate in English correctly.

However, the fact shows that grammar teaching and learning at Grade XI of MAN Kota Blitar still needs some improvement. There are several grammars focuses should be learnt in grade XI one of them is conditional sentence. In the preliminary interview with the students, the researcher found a situation, in which, there were many students who still confused about the forms of each type of conditional sentences (Type 1, 2 and 3). Moreover, there were many students, who put the wrong verb for each type of

conditional sentences, and wrote the wrong fact of the type 2 and 3 of conditional sentences. Furthermore, based on the pre-test results done on March 2021 the students' result on Conditional sentences test was not as good as we hope. The mean score of the class was (64.25). That result was under (75.00) as the school minimum passing standart. Therefore, the researchers tended to enhance the students' ability in understanding and using conditional sentences by applying Quizizz Application.

Quizizz is a global online platform for learning and testing. As one of educational platform, Quizizz application applies the concept of gamifation, where the students are likely play a game during the learning and the testing. Zichermann & Cunningham in (De-Marcos, Domínguez, Saenz-De-Navarrete, & Pagés, 2014) stated that gamification is the application of game design aspect in non-game contexts. Therefore, it is not the same as a real game. It merely applies the game elements to design a game-like application but for education. The are some elements of game which can be used are Achievements, Points, Teams and Levels, Badges, Leader Board, Avatars Content Unlocking, Virtual Goods (Cheong, Filippou, & Cheong, 2014). That game elements are used to improve motivation, engagement and instruction (Kim & Hikosaka, 2015).

(Zuhriyah & Pratolo, 2020) reported that quizizz is an interactive and joyful learning platform that can be used as media for evaluating the students. By answering the question directly in quizizz there will be meme, or motivating words to inform if the studunts' answer to question is true or false. In another study, (Pitoyo, Sumardi, & Asib, 2019) say that learners engage to complete the test in Quizizz for they were happy in doing the test as if they were playing game. Moreover, the game elements tend to be important in this context since it successfully camouflaged the test as it is a game with the all the mechanic and dynamic of a gamification.

Furthermore, (Zhao, 2019) says that the learners can compete in a healty game since the Quizizz platform is completed with the rankboard to inform the students' ranking in doing the test. In this case, Quiziz can be used and acessed by using smartphone, laptop, and other compactible electronic tools. In addition (Zhao, 2019) reports that the learner result in doing the test can be seen and downloaded after they have finished the test in Quizizz platform.

Many teachers and researchers have used Quizizz as online platform in learning and testing. For instance: (Fadhilawati, 2021) applied Quizizz application in University level to present and evaluate grammar materials. (Mac Namara & Murphy, 2017) stated “Quizizz can be applied to design a lesson and distribute the test”. Moreover, (Cadieux Bolden, Hurt, & Richardson, 2017) exploring Quizizz platform as assessment for deciding if the questions belong to non-productive or productive question. (Rahayu & Purnawarman, 2019) applied Quizizz platform for students’ self-assessment in increasing grammar mastery. Those researchers concluded that Quizizz has successfully helped the students to evaluate their weaknesses. The students were also able to find out their strength in learning grammar. In addition, the students grammar mastery was also improve during their learning using Quizizz platform.

In line with the previous researcher, (Yan mei, Yan Ju, & Adam, 2019) during their research in the students whose mother tongue is Arabic, found that Quizizz platform was helpful to improve the students’ learning result. To point out, (Aşıksoy & Sorakin, 2018) identified Quizizz platform as an effective media to improve the students’ competence. Moreover, Quizizz platform was also worked in reducing students’ anxiety. In other study to the accounting class students, (Zhao, 2019) concluded that Quizizz platform proved to be effective in enhancing their competence in accounting. To add another study, (Hamilton-Hankins, 2017) convey that Quizizz platform could motivate students of Language and art class. In comparison study, (Cadieux Bolden et al., 2017) concluded that Quizizz platform is more favorable than Kahoot. Last but not least, (Jannah & Perdana, 2020) found that Quizizz platform offer students positive views during test taking, because it likes playing game and effective to use.

From those previous findings, the researchers were interested to use Quizizz platform as online media in learning English for XI grade students of IPS 2 in MAN kota Blitar, specifically it would be used to learn as well as to assess the students’ grammar competence of Conditional Sentence. The focuses of this study were to investigate the learners’ learning outcome of Conditional Sentences after the

implementation of Quizizz Platform, and the perception of the learners toward the use of Quizizz platform to learn and to test conditional sentences.

## **2. RESEARCH METHOD**

The researchers used Classroom Action Research to help students improve their grammar skills, particularly in terms of comprehending as well as using conditional sentences. A total of 35 students from 11 IPS 2 participated in this study. The researchers used the Kemmis and Taggart classroom action research approach, that comprises of four stages: (1) planning, (2) acting, (3) observing, and (4) reflecting (Kemmis, McTaggart, & Nixon, 2014) The stages of CAR are elaborated as follows:

### **Planning**

The researchers devised a teaching strategy to solve the problem in planning. In planning, there were many activities did by the researchers such as: 1) Composing a lesson plan to teach conditional sentences. 2) Developing conditional sentences materials and a grammar quiz on the Quizizz program. 3) Creating a multiple-choice post-test consisting of 50 items, 4) Developing Questionnaire for students, and 5) determining the standart of research success. In this case, If the participants scored 75 or higher on the Post-test, they were considered successful in learning conditional sentences. In addition, the normal average score should be at least or the same as 75.00

### **Acting**

In this step, teaching and learning conditional sentences by applying Quizizz were carried out. There were four important meetings scheduled in acting, first is for introducing what is conditional sentence as well as the kinds of Conditional sentence, second is for introducing the patterns of nominal and verbal conditional sentences, the third is for writing the fact of conditional sentence, and the fourth is for administering post-test as well as questionnaire.

### **Observing**

In this phase, the researchers administered post-test for determining the learners' scores after they learnt conditional sentence either nominal or verbal through the Quizizz platform. Furthermore, the researcher administered a questionnaire to gather

information about the students' attitudes toward the usage of the Quizizz Platform for learning English grammar, particularly conditional sentences. In addition, the researchers collected and evaluated the learners' post-test result straight from the Quizizz platform in order to analyze their outcomes. In this scenario, the researchers focused on the learners' reports to determine individual learning outcome class learning outcome to calculate the mean score after learning conditional sentences via Quizizz platform. In addition, the researchers used this following formula to examine the students' questionnaire:

$$P = \frac{F}{N} \times 100\%$$

P= Percentage  
F= Gained Score  
N= Maximum Total Score

In order to interpret student responses, the researchers computed the proportion of questionnaire responses from students and then consulted the outcome by following interpretation:

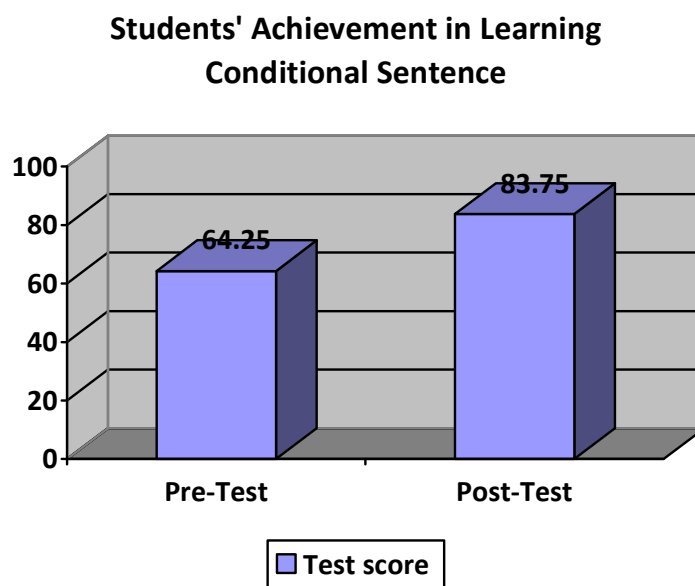
Interval Score	Interpretation
0% – 20%	Very bad
21% – 40%	Bad
41% – 60%	Moderate
61% – 80%	Good
81% – 100%	Very Good

### **Reflecting**

Reflection is very crucial in this reserch. We cannot determine whether the following cycle is necessary or not before completing reflection on the initial outcome. Here, the result of cycle 1 will be consulted with the research success criterion that have been decided in planning. When the learners have met the success criterion, it will only take one cycle of action. However if the learning outcome is not met with the expectation, the researcher should update the lesson plan and continue to improve it until the expectation is fulfilled.

### 3. RESEARCH RESULT AND DISCUSSION

#### The learners' learning outcome after Using Quizizz Platform in Learning Conditional Sentence



**Figure 1.** The learners' learning outcome in Learning Conditional sentences

Learners' performance in understanding conditional sentences improves dramatically, as seen in Figure 1. It was demonstrated by an increase in the class average score from 64.25 to 83.75 in each test. Rerering the results shown above, the researchers ended the study in the first cycle, because all of the students' individual post-test scores had met the research's success criteria. In addition, the average score of the class was higher than 75.00.

#### The Learners' perception toward the application of Quizizz Platform to learn and test Conditional sentences

**Table 1.** Questionnaire data on the learners' perception toward the application of Quizizz platform to Learn and test Conditional sentences

STATEMENTS	AA 5	A 4	N 3	D 2	AD 1	TOTAL SCORE	%	CRITERIA
Quizizz platform motivate me in learning Conditional sentences.	20	10	5	0	0	155	89	Very good
Quizizz platform gives fun in doing test of conditional sentences	24	8	3	0	0	161	92	Very good

*JARES (Journal of Academic Research and Sciences), (6)2, page 1-10.*

Quizizz platform is user friendly for learners	23	4	8	0	0	155	89	Very good
Quizizz platform gives less anxiety for test takers	18	10	7	0	0	151	86	Very good
Quizizz platform backsound gives more courage for learners and test takers	13	18	2	1	0	145	83	Good
I like the Avatar in Quizizz Application	20	4	2	9	0	140	80	Very good
Quizizz platform funny memes are interesting	12	15	8	0	0	144	82	Very good
Quizizz platform rank (leaderboard) motivates the test takers	26	6	3	0	0	163	93	Very good
Quizizz platform direct feedback is very useful for learners and test takers	22	9	4	0	0	158	90	Very good
Learning and doing test in Quizizz Application is like playing game	15	10	10	0	0	145	83	Very good
<b>AVERAGE</b>						<b>151.7</b>	<b>87</b>	<b>Very good</b>

## DISCUSSION

According to the results shown in figure 1, students' average performance in understanding conditional sentences enhanced from 64.25 to 83.75. As a result, it can be inferred that the use of Quizizz platform help students understand conditional sentences more effectively. The aforesaid finding is consistent with (Fadhilawati, 2021) who revealed that the use of Quizizz platform could improve students' grammar learning result in higher education. Furthermore, this result supports (Refnita, 2017) who claimed that using Quizizz on a regular basis could improve students' learning outcomes. It also backs with the findings of (Rahayu & Purnawarman, 2019) who found that using Quizizz helped students understand English grammar more effectively. Furthermore, it validates the findings of (Aşıksoy & Sorakin, 2018) which found that the Quizizz platform is beneficial in improving the outcomes of learning and reducing students' academic stress in the classroom.

Quizizz was an effective tool for learning and assessing conditional sentences, as evidenced by students' responses to the questionnaire presented in table 1. For example, most students claimed they were motivated to study conditional sentences by using Quizizz. It agrees with the findings of (Hamilton-Hankins, 2017) who found that using Quizizz in the classroom can boost students' motivation to learn.(Yan mei et al., 2019) also found that students had a favourable attitude while using Quizizz for learning Arabic lesson. In this case, students' responses to teacher questions improved because of the use of Quizizz. Moreover, based on the result of the questionnaire, the majority of students reported that the application Quizizz made them feel comfortable as they were taking the test. They also noted that this application-based learning is very easy and simple to use. (Zhao, 2019) argues that Quizizz platform is easy to use, and the learners enjoy taking the quiz on quizizz.

Additionally the students gave positive reactions to the statement about the features of quiziz platform. Students prefer the rankingboard out of the three features asked. According to (Zhao, 2019) students preferred the score board because they could see their score in real time. It also represented (Amalia, 2020) who proved that Quizizz application has interesting features that help students learn in a fun and engaging way. According to (Mac Namara & Murphy, 2017) Quizizz is a platform in education that utilizes the notion of gamification, which is also supported by the majority of students that participated in this research. Avatars, music, a leaderboard and theme are among the aspects impress the students feeling, they are happy to learn conditional sentences such play a nice game.

#### **4. CONCLUSION**

From the finding elaborated in previous part, we could summarize that the application of Quizizz Platform in learning grammar especially conditional sentence can enhance the students' learning result. Furthermore, that result was supported by the learners' very good responses to the application of Quizizz platform for learning and testing grammar of Conditional Sentence



## 5. SUGGESTIONS

Referred to the findings, the researchers recommend the English teachers, lecturers, and other instructors to apply the Quizizz application as an alternate platform for learning and assessing materials in order to encourage students to study English, particularly grammar in or outside of the classroom. Furthermore, the students are advised to set up time to review the information in the Quizizz regularly in order to have a good memory to the previous materials that have been learn in Quizizz. Moreover, the researchers recommend future researchers to conduct study focused on investigating the effectiveness of Quizizz platform as an assessment tool for other skills of English or comparing its effectiveness with other online learning tools for assessing students such as kahoot or Memrise.

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