THE VOCAB CITY

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Highlights: The "Vocab City" is a teaching and learning innovation project developed to increase year 3 student's vocabulary in English language. This project was also developed to draw student's interest in acquiring new vocabulary in a fun way through games. In addition, this "Vocab City" is an interactive game that promotes interpersonal skills among the players as they engage in the game. On the whole, the "Vocab City" provides an authentic use of language as the places incorporated in the game are relatable with student's daily life experience. This on the other hand would enable students to develop their confidence in using the language for communication purposes concurrent with the 21st century skills. Apart from that, students are also exposed to entrepreneurship skills through this "Vocab City" board game in which they will learn the concept of renting, buying and selling a property. The findings obtained from this project shows that students seem to be enthusiastic and enjoy playing the game. The vocabulary book used as a post activity reflects the amount of vocabulary they gained learning during each game.

Key words: *Interactive; engage; authentic; 21st century skills; entrepreneurship*

Product Description

This product was designed to provide solutions for English Language teachers in introducing English vocabularies to Year 3 students who have low level of English proficiency. This innovation product is designed based on the 5E constructivist approach to learning introduced by Roger Bybee, where the students will firstly *Engage* in playing the board game, then *Explore* the different vocabularies through peer-exchange and peer interaction. Then, they will need to *Explain* the vocabularies they encounter throughout the game by completing the post-activity which is the vocabulary graphic organizer. After that, they will *Extend* the use of the vocabularies by writing short paragraphs according to the syllabus and finally, their learning will be *Evaluated* by the teacher and also themselves through continuous reflections and constructive feedbacks.
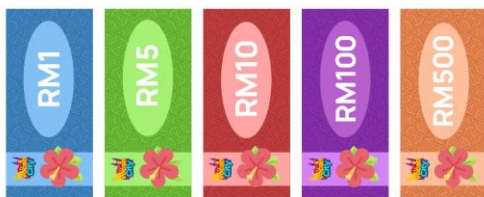
This board game is inspired by the famous Monopoly, where monetary rewards are incorporated to motivate students to acquire new vocabulary and collaborate with their peers in building up each other's vocabulary and sharing what they know. The properties are purposely chosen to be places in Malaysia to ensure that more authentic learning can occur, whereby the places on the board are places that are well-known to students. Moreover, when the students know about the places, they can build mental representation in their mind about the places, which in turn prompting them to generate vocabularies that are true at that place. This authentic learning is crucial as to increase engagement when students feel that they are a part of the game, as oppose to playing in isolation. The problem of lack of interest in learning English can be overcame through gamification as students love playing games and will learn better when there's a clear purpose for learning. The designing and processes in producing the product is illustrated in the images below.

The Design of the Logo

The design of the Board

The design of the Money

The design of quarter-fold board

The Fate & Chances Card

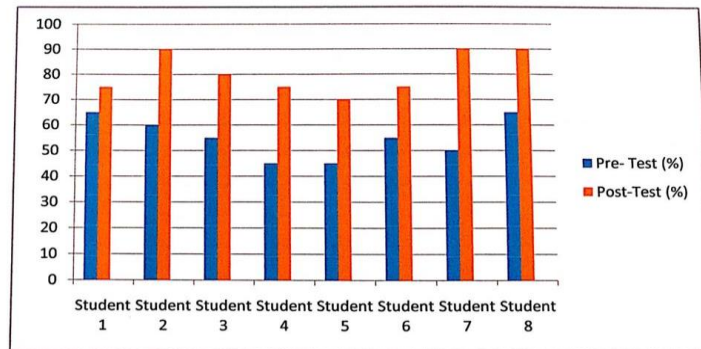**The property Card**

The Final Set comes with a Box

The product being tested and played

Product Benefit

This product has proven to be an effective English learning tool as students in the pilot study showed a quite significant improvement with increased vocabulary in the post-test after playing the board game. The percentage of improvement can be seen in Figure 1 below.

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