



# A STUDY ON "THE EFFECTIVENESS OF GAME-BASED & ACTIVITY-BASED LEARNING IN PROMOTING TEAMWORK SKILLS"

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## ABSTRACT

The \*\*researcher recount the experience as an intern teacher tasked with teaching English to **IX<sup>th</sup> standard students** at a government school, the researcher observed a lack of teamwork among 9th standard students. To address this issue, the researcher conducted a research study to identify the reasons behind it and propose solutions. Academic activities in a school help the students acquire the knowledge and skills to stand on their own feet and to get involved in a task in group or individual. Student's talent and skills are built up and shaped according to the individual's interest. Academic activities are the best means for all round and harmonious growth of the individual.

This study revealed peer pressure and lack of interpersonal skills as the main reasons for the issue. To overcome these challenges, the researcher suggests game-based learning & activity-based learning, which can provide opportunities for students to develop teamwork and interpersonal skills. These approaches can encourage **collaboration, communication, and problem-solving** among students. By implementing these solutions, the researcher believe that teachers can create a more engaging and interactive learning experience, which can improve academic performance and prepare students for their future careers. This research emphasizes the importance of teamwork and provides practical solutions to overcome the lack of teamwork among students.

**Keywords:** game-based learning and activity-based learning

## **INTRODUCTION**

Teamwork is an essential skill in today's fast-paced and dynamic work environment. It is the collaborative effort of a group to achieve a common goal or to complete a task in the most effective and efficient way. It's not only improves productivity but also helps to develop individuals' communication, collaboration, and leadership skills. However, it is often challenging to cultivate teamwork skills among students, especially in a classroom setting. Good teamwork also enhances group outcomes and the measurable effectiveness of organizations.

Game-based learning brings the strategies, rules and social experiences of playing a game into the classroom. It allows teachers to target certain activities that will benefit the real-world application of concepts. Efficiency rules when work is appropriately divided within a team, responsibilities are shared, and tasks are more likely to be finished within a set time frame. This can lead to more immersive and collaborative learning opportunities. During the four month internship at a government school, the researcher observed a lack of teamwork among 9th standard students, which prompted the researcher to conduct a research study to address this issue. In this research, the researcher explores the reasons behind the lack of teamwork and proposes solutions to overcome it. This study aims to highlight the importance of teamwork and provide practical solutions for teachers to help their students develop this critical skill. By doing so, we can prepare students for their future careers and ensure their success in a constantly evolving work environment.

## **NEEDS AND SIGNIFICANCE OF THE STUDY**

The lack of teamwork skills among students has become a growing concern in recent years. As the workforce becomes increasingly collaborative, teamwork skills have become essential for success in academic and professional settings. However, the classroom environment does not always foster the development of these skills. Therefore, there is a need to address this issue and find effective solutions to improve teamwork skills among students.

This research is significant because it aims to identify the reasons behind the lack of teamwork among students and propose practical solutions to overcome it. The proposed solutions, such as game-based learning & activity-based learning, can provide opportunities for students to develop interpersonal skills, communication, and collaboration. By implementing these solutions, teachers can create a more engaging and interactive learning experience, which can improve academic performance and prepare students for their future careers.

## **OBJECTIVES OF THE STUDY**

1. To identify the reasons behind the lack of teamwork among 9th standard students.
2. To promote teamwork skills among students.

## RESEARCH QUESTIONS

1. Are the Team work of the pupil provoked in the field to Speak English?
2. Is the innovative teaching method effective?

## RESEARCH SAMPLE OF THE STUDY

The sample for the present action research is 35 students of grade 9 from Corporation Higher Secondary School, Kolathur, Chennai – 82

## METHODOLOGY

True experimental method was used for the study.

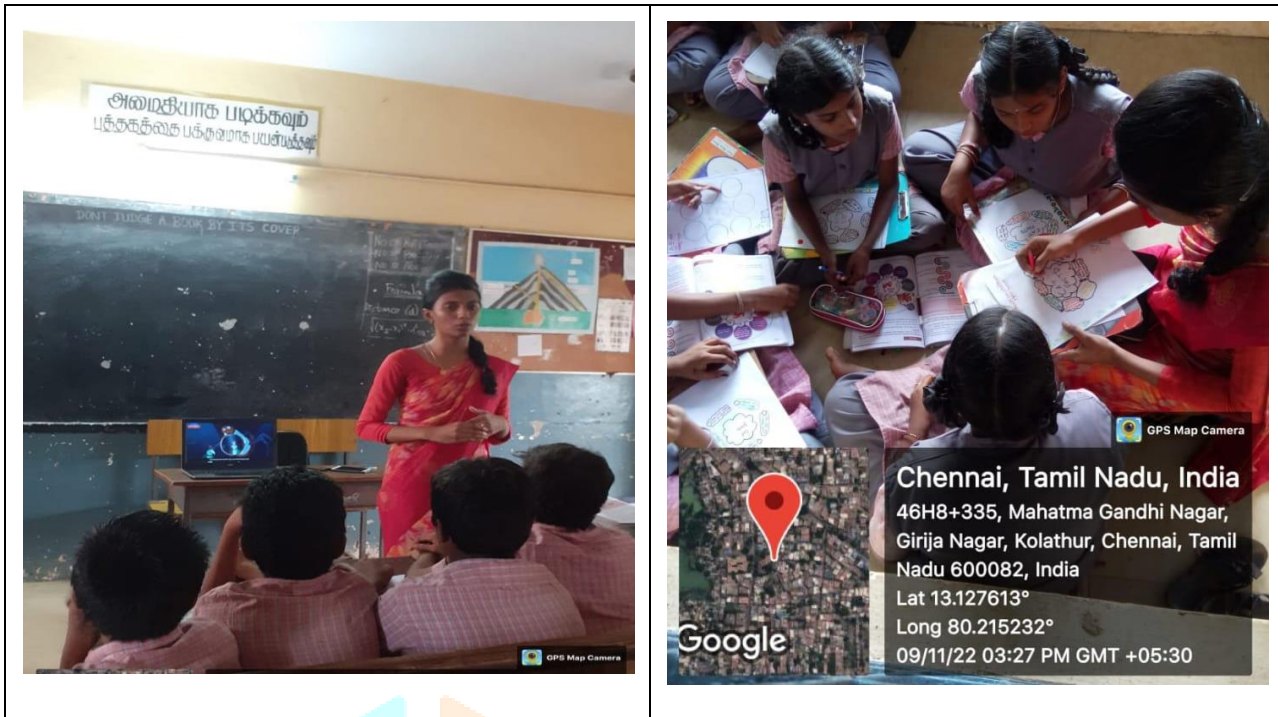
## TOOLS USED FOR THE STUDY

The researcher used **rubrics** to evaluate student performance during game-based & activity based learning. The rubrics provided clear criteria for grading and assigned point values to different aspects of the activity, such as **participation, communication, problem-solving, and collaboration**. Each criterion allotted with **1 to 5 points**. The rubric is applied to each team's performance during the game-based learning activity & activity based learning, the points are assigned based on how well they meet the criteria.

GAME BASED	ACTIVITY BASED
"English Quiz Challenge"	"Mind Map Creation"
GAME OVERVIEW	ACTIVITY OVERVIEW
<ul style="list-style-type: none"> <li>➤ Each team consist of five students.</li> <li>➤ The game was conducted in a classroom setting, using laptop and quiz software.</li> <li>➤ The quiz software had multiple choice questions on various topics related to English language learning, such as <b><u>grammar, vocabulary and pronunciation</u></b>.</li> <li>➤ Each team had a time limit of <b>10 seconds</b> was set for each question.</li> <li>➤ The team that answered the <b><u>most questions correctly within a given time was declared the winner</u></b>.</li> <li>➤ Bonus points were awarded for teams that showed <b>exceptional teamwork skills</b>, such as effective communication and collaboration within the group.</li> </ul>	<ul style="list-style-type: none"> <li>• Divided the students into teams of five</li> <li>• Provided them with a topic</li> <li>• Provided each team with a <b><u>large sheet of paper and a set of markers</u></b></li> <li>• Encouraged the students to <b><u>work together, share ideas</u></b>, and contribute to the development of the mind map</li> <li>• Allowed time for discussion of ideas</li> <li>• Provided <b><u>textbooks</u></b> and other relevant materials to help the students gather information on their topic</li> </ul>

GAME DETAILS		COMMUNICATION AND COLLABORATION
<ul style="list-style-type: none"> <li>➤ Before the game, each team was given a team name and asked to choose a <b><u>team captain.</u></b></li> <li>➤ Each team was then given a set of questions to answer in a specific order.</li> <li>➤ Throughout the game, the teams were encouraged to <b><u>work collaboratively,</u></b> assigning roles and responsibilities to each member and communicating effectively to answer the questions.</li> </ul>		<ul style="list-style-type: none"> <li>✓ Encouraged active listening and making sure that <b><u>everyone's ideas were being incorporated into the mind map</u></b></li> <li>✓ Observed the students communicating Skills effectively, asking each other questions, and providing feedback on each other's ideas</li> </ul>
SCORING PROCEDURE		SCORING PROCEDURE
SCORE	DESCRIPTION	DESCRIPTION
5	<b><u>Answers all questions correctly</u></b> and demonstrates advanced English language proficiency.	<b><u>Demonstrates excellent teamwork skills,</u></b> communicates effectively, and collaborates with team members to answer questions.
4	<b><u>Answers most questions correctly</u></b> and demonstrates proficient English language proficiency.	<b><u>Demonstrates good teamwork skills,</u></b> communicates effectively, and collaborates with team members to answer questions
3	<b><u>Answers some questions correctly</u></b> and demonstrates basic English language proficiency.	<b><u>Demonstrates some teamwork skills,</u></b> communicates somewhat effectively, and collaborates with team members to answer questions.
2	<b><u>Answers few questions correctly</u></b> and demonstrates limited English language proficiency.	<b><u>Demonstrates limited teamwork skills,</u></b> communicates poorly, and does not collaborate effectively with team members to answer questions.
1	<b><u>Answers no questions correctly</u></b> and demonstrates no English language proficiency.	<b><u>Does not demonstrate any teamwork skills,</u></b> communicates poorly, and does not collaborate with team members to answer questions.

EXPECTED OUTCOMES	PRESENTATION
<ul style="list-style-type: none"> <li>✓ <b><u>Increased motivation and engagement</u></b> in learning English through a fun and interactive quiz game.</li> <li>✓ Enhanced teamwork skills through <b><u>collaboration, communication, and problem-solving</u></b> within a team.</li> <li>✓ Opportunities for students to develop <b><u>leadership and decision-making skills</u></b> as they assigned roles and responsibilities within their team.</li> </ul>	<ul style="list-style-type: none"> <li>• Each team presented their mind map to the class, <b><u>explaining the key concepts and subtopics they had identified</u></b></li> <li>• Provided an opportunity for the students to <b><u>practice their speaking skills</u></b></li> <li>• Encouraged the <b><u>audience to ask questions</u></b> and provide feedback to the presenting team</li> </ul>
BENEFITS	BENEFITS
<ul style="list-style-type: none"> <li>✓ By using a quiz game-based learning approach to teach English language skills, <b><u>students were able to learn and practice</u></b></li> <li>✓ English in a fun and interactive way, while also developing their teamwork and communication skills through collaboration with their peers.</li> <li>✓ <b><u>Gained a deeper understanding of their assigned topic</u></b></li> <li>✓ <b><u>Improved Teamwork Skills</u></b></li> <li>✓ Developed <b><u>effective communication</u></b> skills by actively listening and providing feedback to their teammates</li> <li>✓ Improved their ability to work together towards a common goal</li> </ul>	<ul style="list-style-type: none"> <li>• Learned how to collaborate effectively <b><u>to create a comprehensive mind map</u></b></li> <li>• Developed their <b><u>research skills</u></b> and ability to gather information from different sources</li> <li>• <b><u>Improved their English language</u></b> skills by identifying and explaining key concepts related to their topic</li> <li>• Learned how to respect and value each other's ideas and contributions</li> <li>• Developed problem-solving skills by working together to create a comprehensive mind map</li> </ul>



**Table – 1 - Game Based English Quiz Challenged Scoring details**

Criteria	English Language Proficiency	Teamwork and Collaboration	Leadership and Decision Making
Team – 1	4	5	4
Team – 4	4	4	4
Team – 5	5	4	5
Team – 4	4	4	3
Team – 5	5	5	5
Team – 6	4	5	5
Team -7	5	5	5

**Table - 2 - Activity Based Mind Map creation scoring details**

Criteria	English Language Proficiency	Teamwork and Collaboration	Leadership and Decision Making
Team – 1	4	5	5
Team – 4	4	4	5
Team – 5	5	5	5
Team – 4	4	4	5
Team – 5	5	5	4
Team – 6	4	5	5
Team -7	5	5	4

**DISCUSSION**

GAME BASED	ACTIVITY BASED
“English Quiz Challenge”	“Mind Map Creation”
<p>The study suggests that game-based learning can be effective ways to promote teamwork skills among students. These approaches provide opportunities for students to engage in collaborative activities, build communication skills, and develop problem-solving abilities. Additionally, creating a positive classroom environment that fosters teamwork can also contribute to improving teamwork skills among students.</p>	<p>Overall, the team activity based on a collaborative mind map related to English subject helps the students improve their teamwork skills and gain a deeper understanding of their assigned topic. The exercise encouraged effective communication, collaboration, and problem-solving, which are important skills that can be applied in many different areas of life.</p>

**SUGGESTIONS**

- This method can be used in other pedagogical subjects.

## EDUCATIONAL IMPLICATIONS

- ✓ Encourages educators to focus on developing teamwork skills among students.
- ✓ Integrated game-based learning & activity-based learning into the curriculum will help to promote collaboration, communication, and problem-solving skills among students.
- ✓ Creates a positive classroom environment and encouraged students to work together.
- ✓ Encourages schools and educational institutions to include teamwork skills in their educational policies and strategies.
- ✓ Prepares students for their future careers by teaching them the importance of teamwork and providing them with opportunities to develop this critical skill.

## CONCLUSION

Teamwork skills are crucial for success in the modern workplace, and it is essential to cultivate these skills among students. This study aimed to identify the reasons behind the lack of teamwork among 9th standard students and practical solutions to overcome it. Through the use of game-based & activity-based learning approaches, the study demonstrated that students can learn and practice English language skills while developing their teamwork and communication skills through collaboration with their peers. The study's findings have significant implications for educators, as it highlights the importance of incorporating teamwork skills and creating a positive classroom environment that fosters teamwork. By doing so, we can prepare students for their future careers and ensure their success in a constantly evolving work environment.

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