

THE USE OF FUNBRAIN GAME TO IMPROVE YOUNG LEARNERS' ENGLISH MASTERY

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Abstract

In this modern area, many children prefer to play rather than learning, especially in English language which is not understood by the children. Because of that, the teacher should develop how to teach English to the young learners without making the child bored in learning. Therefore, to make the children wants to learn English the teacher can teach them by playing because the children love to play. In writing this paper, the author will discuss about the using of Fun-brain to increase the intelligence of a child's brain to know English. Fun - Brain is games that can be done online by teaching English to the young learners and to get know the English language through play. By playing, the young learners can study harder and memorizing vocabulary that they find in Fun – Brain game. Teachers can teach English to play and to make the children happy in learning English, so that the children can use the English that they learned in their daily life. This paper is expected to provide new insights for teachers or education to improve learning and teaching English for young learners which is usually at an early age, the child's brain formation will begin to form and will continue to grow along with the child's age. With the strategy of Fun - Brain can be used to form the brains of young learners up is not too difficult to recognize a foreign language to him. Also expected to increase the motivation of the young learners to learn by playing.

Key words: Game, Funbrain, Teacher

A. INTRODUCTION

English has been taught in elementary school, but not in every school in Indonesia taught that language because the subject is not included in the curriculum because of that, teacher did not prepare the material good enough and they cannot teach English to young learner as good as in Senior High School, so the teaching learning process not really considered. And it will make the important aspects ignore that associated with the lesson, to select the method, using the technique and teaching materials that are not suitable with young learners' development.

For the successful teaching of English in elementary school, the teachers should have the strategy to make the young learners understand about English and the teachers also should know the characteristic of the young learners. Some

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of students understand about the lesson if the teacher explains it clearly, some of them understand if they practice it. But for young learners most of them understand about the lesson if the teachers explain to them with a game, because they have a short attention when the teachers explain the lesson just using the long explanation.

Most of Young learner loves to play the game after they finished they school. They often play game in their house or in internet café that especially for children from the age of seven years old until twelve years old. Young learner loves to play online games such as Point Blank for the boys and for the girls they like to play cooking game or adventure game. In every game they have the instruction to make the players win, but for the Young Learner, they did not understand what the instruction means so they just *click* the next step without understand about that game but unfortunately they success to play that kind of game. So, by seeing this problem, it can make English teacher have a chance to using their skills in teaching English for young learners in elementary school. There were some studies which had been conducted related to the teaching English to young learners. One of them was the study conducted by Pritiana and Syahrudin (2012) that focused on the use of cartoon movie to teach vocabulary to young learners.

Fun Brain is an online game for kids or young learners that used to make a strategy to win and Fun Brain is creating for kids and young learners that is want to learn English and have more than one hundred fun game to make the young learners like that game. In Fun Brain game there are skills in math, reading, and literacy. So, this game can improve young learners' cognitive ability but in this game the instructions all in English, they do not exactly understand the meaning of the instruction and do not really know what to do in next step and it make them do not enjoy that game. This game can help the teacher in order to attract and help the students to understand in English. It also can be used to increase students' motivation in learning process.

Young learner is the children that learn by their early age, it can be from four until twelve years old, or it can be from six years old until thirteen years old. According to Scott and Ytreberg (1990:1) the ages of young learners from five to eleven years old, but Slattery and Wills (2001:17) said that the young learners is from kindergarten before they seven years old. Although it does not mention explicitly, the young learners in this category include those with ages between seven until thirteen years old.

B. DISCUSSION

1. Advantages of Funbrain Game

There are a lot of advantages of using *FunBrain* game to teach Young Learner in elementary school. They are as follow:

- a. The classroom atmosphere more colourful and they can play in the school. This can make young learners play the game in their school, they just not learn, but they also can play with the teacher and of course they learn English by using this game and the atmosphere in the classroom more colourful and they enjoy to learn English.

- b. This activity can make the students more participate in classroom, like asks the teacher what the meaning of the words that they do not understand.
- c. The strategy to won the game make the students more creative to think. So this game also taught them to think creatively, if the students in fifth grade, they can play the game that uses the strategy to won and they should think creatively to win that game.
- d. The students feel that English is so fun. Young learners will think that English not boring and they can learn another language in their early age. So they can learn English with play and they feel that English is so fun.

2. Teaching Preparation

In applying *Funbrain* game in teaching for young learners, the teacher has to prepare material, media, and lesson plan.

a. Selecting the Material.

In *Funbrain* game, the teacher can teach speaking, listening, reading and writing for young learners. So the first that the teacher should do is to prepare the material, what kind of material that she taught for young learners. If the teacher wants to teach speaking, the teacher should prepare the text or show *Funbrain* game's instruction to the young learners and the teacher can teach speaking by read the instruction first loudly.

b. Preparing Media

The teacher also needs to prepare media in teaching English for young learners. Media has important role in teaching and learning process. It helps the teacher to facilitate and support learning process so that the learning process will be interesting. Media also can be used to get students' attention. Usually, the teacher uses video, picture, real object and using game in teaching and learning process. In using *Funbrain* game, the teachers should choose the game that related with the subject in teaching English in classroom. Besides that, the teacher should prepare the other stuff such as projector, and some of laptop or computer in the classroom because this game only can used by laptop or computer and also the laptop should connected to internet.

c. Preparing Lesson Plan

The last preparation is lesson plan. Lesson plan is one of the key of successful teaching and learning process. The teacher should make a lesson plan because it can help and guide the teacher to control the learning process. The teacher needs to consider what is expected from the students at the end of the lesson based on the curriculum in the school. The teacher has to tell the students about the purpose of the lesson. In addition, a good lesson plan should explain the teaching procedure, it consist of three parts: pre teaching, whilst teaching (exploration, elaboration and confirmation) and post teaching.

3. Teaching Procedure

In teaching English for young learners the teacher has to prepare the students before the lesson. It means that the teacher greets the students first and asks the students to pray, checks students' attendance, asks some question from

previous lesson, tells the new lesson and explains the objective of the lesson. Then the teacher uses the learning model or using *Funbrain* game to teach English. The teacher can choose the best game to teach English for young learners, if the teacher wants to teach reading and grammar the teacher can choose reading arcade in *Funbrain* game and asks the students see the game and play it by seeing the instruction of that game by asks the teacher if the students did not understand the meaning of the instruction's game.

The teacher introduces some vocabularies which can be used by the students. The teachers apply and modify *Funbrain* game to teach the material. Teacher gives the instructions about playing this game. Students are playing this game and the teacher guides or observes the students. After playing the game, the teacher asks the students to play again and collect the vocabulary that they cannot understand in instruction of that game. After that the teacher checks students' understanding about the topic that is given in the game teacher might ask the students to write the vocabulary that they do not understand based on *Funbrain* game instructions.

So, after all that activity the teacher and the students evaluate teaching and learning process. The teacher might ask students about their difficulty in understanding the new vocabulary that they found on *Funbrain* game, ask students about their feeling and opinion about using *Funbrain* game in reading, and conclude the lesson together, the teacher may inform about the teaching and learning activity for the next meeting, and the teacher closes the lesson.

An Example of Teaching Activities by Using *Funbrain* Game

There are some stages in teaching and learning process in teaching English for young learners.

1. Pre teaching

- a. The teacher greets the students and asks the students to pray.

Good morning class? How are you? Have you got your breakfast? Are you ready to study? Before we start study, let's pray together.

- b. The teacher checks students' attendance.

Who is absent today?

- c. The teacher asks some questions about the previous lesson.

Do you still remember about our previous lesson? What are they?

- d. The teacher tells about the new topic.

Today, we are going to learn reading and of course we are talking about the grammar.

- e. The teacher explains the objective of the lesson.

The objective of the lesson is the students are able to read some book in English language and also to know about the grammar, so we can learn by using game.

2. Whilst teaching

a. Exploration

- 1) The teacher uses picture to show what *Funbrain* game to active is their background knowledge.

- 2) The teacher gives the students some questions orally that related to the video, then teachers and students discuss those questions.

Do you know what the picture about?

Where do you find it?

Can you play it?

- 3) The teacher begins to explain the *Funbrain* game to the students and tell the topic that related with *Funbrain* game. The teachers explain about the definition, social function, and language features of *Funbrain* game and also shows the example of *Funbrain* game to teach reading for students.
- 4) The teacher and the students play the game with Reading as the topic to teach English for them.
- 5) The teacher tells the students that they will play a game which called *Funbrain Game*

Do you understand about it?

To make you understand more about our topic today, we will play a game. The game is Funbrain game.

b. Elaboration

- 1) The teacher introduces some vocabularies which can be used by the students in order to help them to understand the *Funbrain* game.

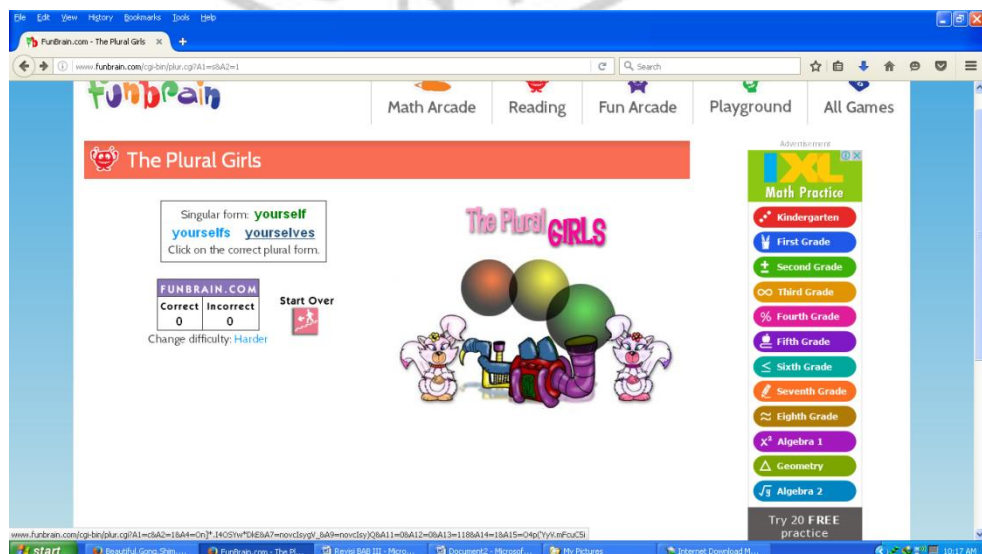
- 3) The teacher gives the instructions about playing *Funbrain* game:

- a) The teacher divides the students to seat in front of the computer.
- b) The teacher asks the students see the instruction first to play reading game by asks them to understand the meaning of the instruction in that game to make them play the game with fun.

This is the example of short instruction that can be seen in this game:

“Click on the correct plural form of the given word”

- c) After understanding about the instruction, the students are asked to play the game.
- d) It is easier for the students to play the game and fill in the blank to make them understand about the grammar in English.



- e) After the students finish play the game the teacher asks them to tell the vocabulary that they found on that game.
- f) The teacher and the students discuss it.

c. Confirmation

To check the students' understanding about the topic, the teacher asks the students tells the meaning of vocabulary that they found in the game.

3. Post-teaching

- a. The teacher asks about the lesson and their problem in play the game.
So, do you understand about what we have learned today? Do you understand how to play the game? And do you know all the vocabulary that you found in the game?
- b. The teacher asks the students about their opinions about the game.
What do you think about our game? Do you like it?
- c. The teacher and the students conclude the lesson together.
What is the conclusion?
- d. The teacher also may inform about the teaching and learning activity for the next meeting.
- e. The teacher closes the lesson
That's our lesson for today, see you next week.

C. CONCLUSION AND SUGGESTIONS

1. Conclusion

Based on the discussion above, it can be concluded that the teacher can using *Funbrain* game to teach English for young learners. The young learners can master English in their early age if they like to play game by using English language. In *Funbrain* game, the teacher can teach Speaking, Listening, Reading and Writing to make the young learner want to learn another language in their early age. So, the young learners can play *Funbrain* game and understanding the language in that game, using English and learn to know how to speak English well by guiding the teacher in the classroom.

2. Suggestions

Through this paper, the writer suggests the teacher to use *Funbrain* game to teach English for young learners. *Funbrain* game gives an interesting class to Young Learner in mastering English. They can learn English in early age to make them can speak English in their future and they will not difficult to understand that language in their future classes and their adult world.

Note: This article is written based on the writer's paper supervised by Dra. An Fauzia Rozani Syafei, M.A

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