

The Study of English Game Teaching with 5th Grade Students in Elementary School on English Anxiety, Learning ...

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ABSTRACT

The study was to investigate the effects of incorporating games in the teaching of English on lowering English anxiety, enhancing learning motivation and increasing the learning achievements of English. A Quasi-experiment was conducted. The subjects were one hundred and thirty-four fifth graders of four classes at an elementary school in Changhua county. Two of the classes were assigned as the control group, while the other two were the experimental group. Three questionnaires were modified to measure English anxiety, learning motivation and the learning achievement of English. One way covariance (ANCOVA) was used to analyze the data. A feedback list was also used to collect students' feedback. The results showed that the experimental group's English anxiety was significantly lower than that of the control group after the experimental treatment, and the experimental group's learning motivation was significantly higher than that of the control group after the treatment. However, no significant difference was shown between the English learning achievement of the two groups.

Keywords : game teaching, English anxiety, learning motivation, learning achievement

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