



ХАЛЫҚАРАЛЫҚ АХАНОВ ОҚУЛАРЫ – XXVI
Ғылыми-әдістемелік дөңгелек үстел

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DERLEME

ULUSLARARASI AKHANOV OKUMALARI – XXVI
Bilimsel ve metodolojik yuvarlak masa

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КАНООТ ПЛАТФОРМАСЫ АРҚЫЛЫ МЕДИЦИНА ФАКУЛЬТЕТІ СТУДЕНТТЕРІНЕ ЛЕКСИКАНЫ ОҚЫТУ

Аннотация: оқушылар үшін қолайлы педагогикалық жағдай жасау ағылшын тілі сабағындағы оқыту процесінің негізгі мақсаты болып табылады. Бұл жұмыс студенттердің техникалық лексиканы – адам денесінің әртүрлі бөліктері атауларын үйренуге деген ынтасын арттыру үшін ағылшын тілін оқытуда Kahoot ойын түріндегі оқыту платформасын енгізудің артықшылықтарын зерттейді. Бұл зерттеу “Жалпы медицина” мамандығының 12 бірінші курс студенттері арасында жүргізілді. Осы зерттеудің нәтижелері Kahoot ойындарын пайдалану шығармашылық және бәсекеге қабілетті ортаның арқасында оқу үдерісін қызықты, интерактивті және тиімді ете алатынын көрсетті. Kahoot платформасы ойындары студенттердің мотивациясын, сондай-ақ тіл үйренуге деген ынтасын арттыруға көмектеседі.

Кілт сөздер: ағылшын тілі, Kahoot платформасы ойындары, интерактивті оқыту, мотивация, лексиканы оқыту

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КАНООТ PLATFORMU ARACILIđIYLA TIP FAKÜLTESİ ÖđRENCİLERİNİN KELİME DAđARCIđINI ÖđRETMEK

Özet. Öđrenciler için uygun pedagojik koşullar yaratmak, yaratıcı İngilizce sınıflarında öğrenme sürecinin temel amacıdır. Bu çalışma, öğrencilerin insan vücudunun çeşitli bölümlerinin isimleri olan teknik kelime dađarcıđını öğrenmeye yönelik motivasyonlarını arttırmak için Kahoot oyun öğrenme platformunun İngilizce öğrenme sürecine dahil edilmesinin faydalarını araştırmaktadır. Bu çalışma "Genel Tıp" bölümünde okuyan 12 birinci sınıf öğrencisi üzerinde gerçekleştirilmiştir. Bu araştırmanın sonuçları, Kahoot oyunlarının kullanımının, yaratıcı ve rekabetçi ortamın varlığı nedeniyle öğrenme sürecini daha ilginç, etkileşimli ve etkili hale getirebileceđini göstermiştir. Kahoot oyunları öğrencilerin motivasyonunu ve dil öğrenme hevesini arttırmaya yardımcı olabilir.

Anahtar kelimeler: İngilizce, Kahoot oyunları, interaktif öğretim, motivasyon, kelime öğretimi

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ОБУЧЕНИЕ ЛЕКСИКЕ СТУДЕНТОВ МЕДИЦИНСКОГО ФАКУЛЬТЕТА ЧЕРЕЗ ПЛАТФОРМУ КАНООТ

Аннотация. Создание благоприятных педагогических условий для студентов является основной целью учебного процесса в творческом обучении английского языка. В этой работе исследуются преимущества внедрения игровой обучающей платформы Kahoot в процесс обучения английскому языку для повышения мотивации студентов к изучению технической лексики – названий различных частей тела человека. Данное исследование было проведено среди 12 студентов первого курса обучающихся по специальности «Общая медицина». Результаты исследования показали, что использование игр платформы Kahoot может сделать процесс обучения более интересным, интерактивным и эффективным благодаря наличию творческой и соревновательной среды. Игры платформы Kahoot могут помочь повысить мотивацию студентов, а также энтузиазм в изучении языка.

Ключевые слова: английский язык, игры платформы Kahoot, интерактивное обучение, мотивация, обучение лексике

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TEACHING VOCABULARY TO STUDENTS OF THE FACULTY OF MEDICINE THROUGH THE KAHOOT PLATFORM

Summary. Creating favorable pedagogical conditions for students is the main aim of the learning process in the creative English language classroom. This study investigates the benefits of introducing the Kahoot game based learning platform into the English language learning process to increase the motivation of students to learn technical vocabulary – the terms for different parts of the human body. This study was carried out among 12 first year students majoring in “General Medicine”. The results of this research showed that the use of Kahoot games can make the learning process more interesting, interactive and effective due to the presence of creative and competitive environment. Kahoot games can help to increase students’ motivation as well as the enthusiasm in learning the language.

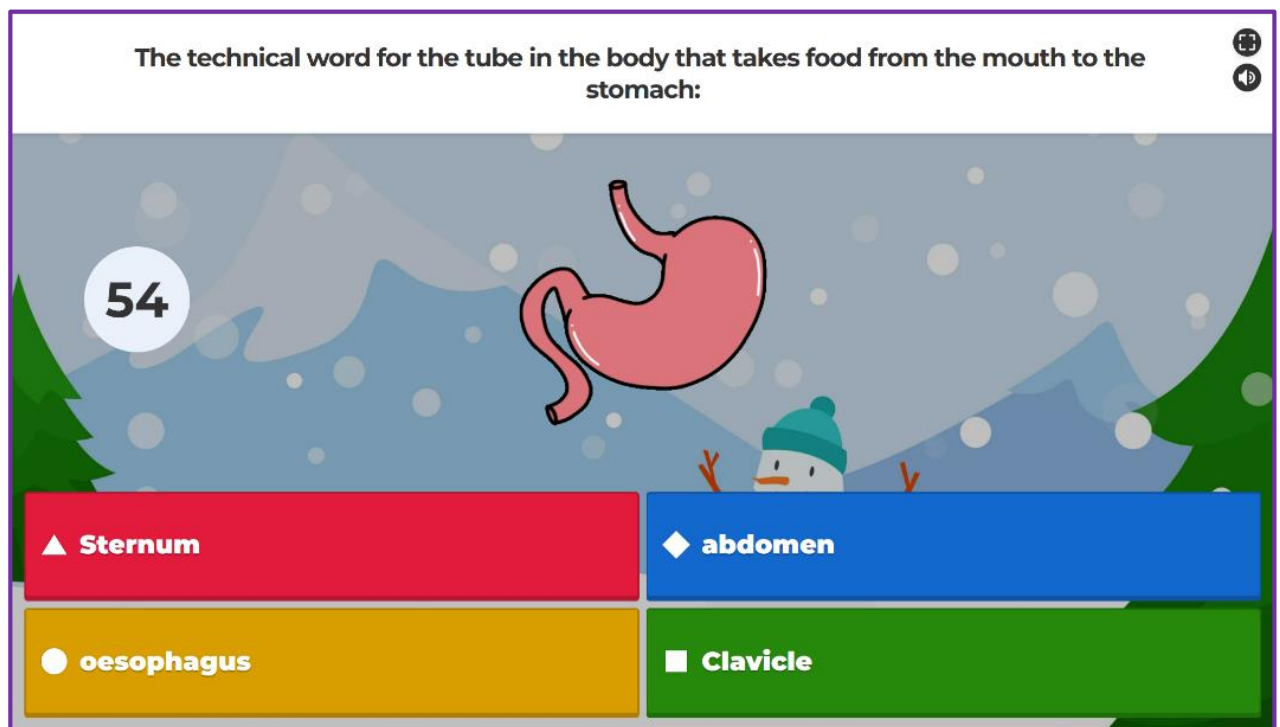
Key words: English language, games of Kahoot platform, interactive teaching, motivation, vocabulary teaching

Introduction

Nowadays, there are a lot of digital tools and interactive technologies that can help teachers to make the learning process more interactive and improve the students’ motivation for learning. Kahoot games are one of those many tools that can booster students’ engagement in the English language classroom. The relevance of this research is determined by the necessity to introduce interactive technologies into the educational process. The object of the research is the process of teaching foreign language at the university level. The subject of the research is the process of teaching vocabulary to medical students. The goal of the research is to analyze the benefits of introducing Kahoot games into the English language classroom. To achieve this goal, the following research objectives were defined: (a) to study the experience of foreign language teachers in using Kahoot games when teaching English to university students; (b) to determine the main benefits of using Kahoot games in teaching vocabulary.

Literature review. A lot of authors have investigated the peculiarities of applying Kahoot games in the learning context. A group of authors from Indonesia studied the influence of Kahoot games on the students' exam scores in vocabulary, their engagement and motivation. According to their research results, the incorporation of interactive quizzes into the process of teaching vocabulary "...effectively allows learners to expand a deeper understanding of vocabulary and course concepts indicated by exam scores improvement" [1, 1]. "Interesting-inducing activities" provided by Kahoot platform are the main source of the learners' motivation as stated by Aidoune Y., Nordin, N.R.M., Kaur, M., & Singh, P.S. [2, 16]. Even though the research of Al Ghawail, Entisar and Ben Yahia, Sadok focuses on teaching chemistry, they support Kahoot games for their possibility to create a cooperative fast-paced learning environment which helps to improve students' motivation [3, 9]. In the research of Arimuliani Ahmad, Mukhaiyar, & Atmazaki, online Kahoot quizzes are used for enhancing students' understanding of grammar in fun and competitive way [4, 201-202]. One of the main advantages of Kahoot games is the possibility of observing the immediate feedback after playing which can serve as a parameter for predicting the final performance of the learners [5, 107]. The Kahoot platform provides the opportunity to build assignments in the form of multiple-choice, short answer, true or false questions or even in the form of a puzzle [6, 46]. Kahoot games can also be effective in creating "a comfortable and victorious learning" environment for providing creative evaluation process for students [7, 68]. According to Nurhadianti, & Pratolo, B.W., the application of Kahoot games can have a big impact on the classroom atmosphere and influence the curiosity level of students [8, 2153-2154]. One more advantage of this type of interactive games, according to Nurcihan YÜRÜK, is that Kahoot games help to improve students' rapid-thinking abilities [9, 98]. It is important for foreign language teachers to create a supportive learning environment for students in order to make students feel interested in the learning process [10, 233].

Research methods. In order to achieve the goal of this study, the following research methods were used: review of the available research articles from the Scopus and Mendeley databases and observation of the lesson with the application of Kahoot game conducted among first year bachelor students majoring in "General Medicine" on the following topic "Technical words for body parts".



Research results. The main attention in the reviewed research articles is paid to the search of effective digital tools for improving students’ motivation in foreign language learning. The whole learning process within the course “Foreign language” at the medical faculty of Al-Farabi Kazakh National University is based on the textbook “English for Careers: Medicine 1”. In unit 1 “Presenting complaints”, there is an assignment concerned with the technical vocabulary for body parts. First, students are supposed to brainstorm on non-technical vocabulary for the body parts represented on the picture. After that, technical terms such as “clavicle, esophagus, sternum, abdomen, umbilicus, intestines, carpus, patella, tibia, talus, calcaneus” are introduced to students. For the consolidation stage of the lesson, we have developed a Kahoot game in the form of multiple-choice questions based on the definitions provided by the Cambridge Online Dictionary and the terms itself (Figure 1).

Figure 1: Sample question - Kahoot game “Human Body – technical words”

On Figure 2, we can observe the game results of the group GM 22-05 consisting of 5 first-year students majoring in “General Medicine”. According to the definition provided by the British Council, consolidation stage of the lesson is aimed at the reviewing and revision of the new material which occurs at the end of the lesson [11]. During the observation process, we noticed the presence of a competitive behavior among students while playing the Kahoot game. Students were eager to play the quiz and very happy to see their names at the end of the game, when the podium was displayed on the screen.

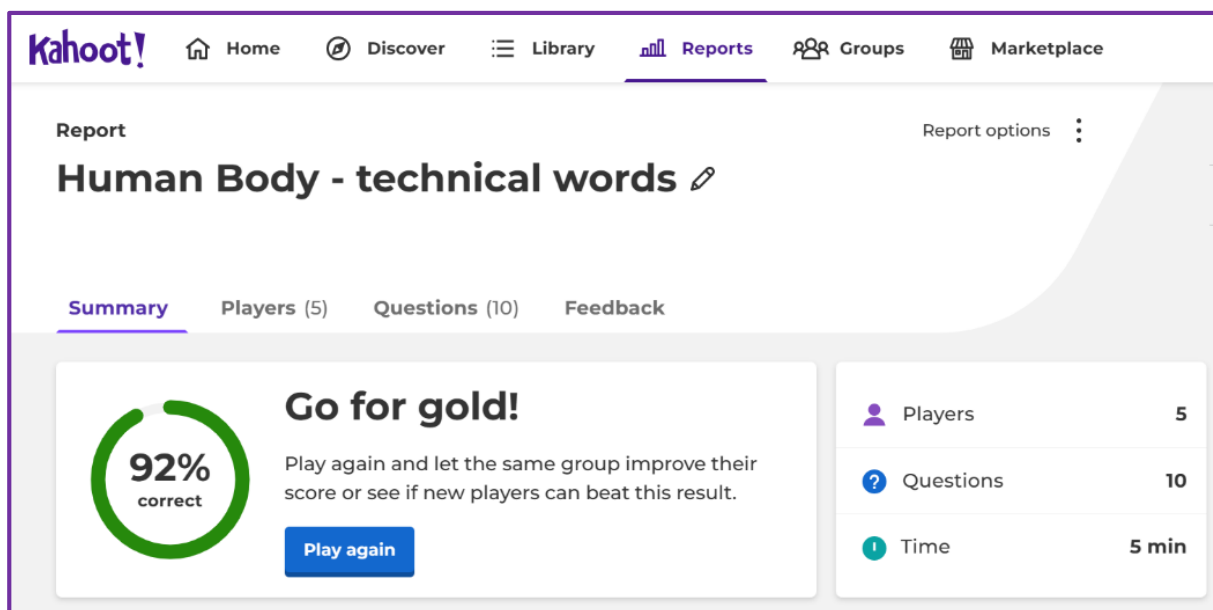


Figure 2: Results of the group GM 22-05 (5 students)

The main advantage of the Kahoot platform is the feedback mechanism: after each question, the correct and incorrect answers are both displayed on the screen. Due to this, students were able to analyze the questions as well as their own right or wrong answers. As we can see from figure 2, not all answers were right that is why the overall progress score is 80% out of 100%. After each multiple-choice question students received feedback from the teacher regarding their choices. Analyzing incorrect answers can help students memorize vocabulary better.

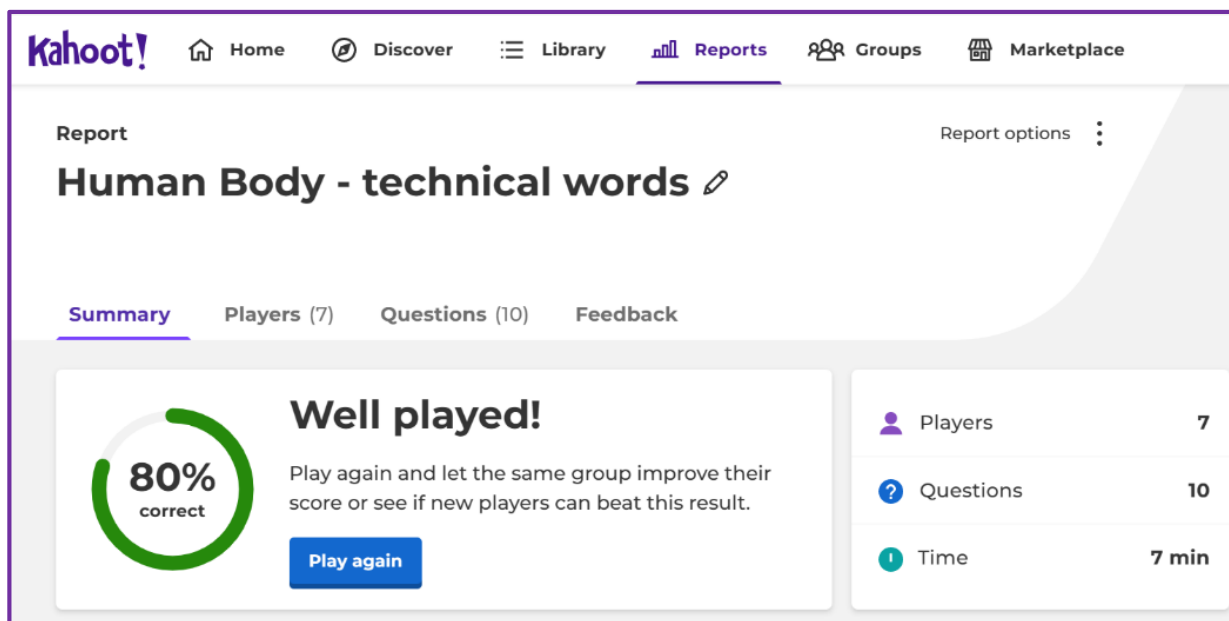


Figure 3: Results of the group GM 22-06 (7 students)

Conclusion. Nowadays there are a lot of different tools and platforms that can assist foreign language teachers to improve the learning process of students and make it more interactive. The purpose of this article was to systematize the research results of foreign teachers and methodologists on the problem of teaching a foreign language with the use of game-based learning platform Kahoot as well as summarize the results of the observation of medical students' learning process with the use of Kahoot platform game created for learning technical terms for body parts. The main advantage of Kahoot games is their potential in increasing students' motivation and enthusiasm in learning the technical vocabulary. The presence of a competitive environment boosts students' interest in the game results represented in the form of a podium. The interactive character of the game enhances students' memorization skills and helps to consolidate the new learning material.

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АҒЫЛШЫН ТІЛІ САБАҒЫНДА САНДЫҚ ТЕХНОЛОГИЯЛАРДЫ ПАЙДАЛАНУДЫҢ МАҢЫЗДЫЛЫҒЫ

Аннотация. Қазіргі әлем заманауи технологиялардың ықпалымен тез қарқындап өзгеруде. Сондай-ақ қазіргі тіл үйренушілердің де талаптары заманға сай өзгеруде, яғни технология заманындағы балалардың күнделікті құралына айналған гаджеттер мен технологияларды тіл үйрену құралдары ретінде қолдануымыз қажет. Әлеуметтік желілердің қарқынды дамуы қоғамда ауызекі коммуникацияның тапшылығына да әкеліп соқтырды. Сол себепті жас ұрпақтың ағылшын тілін үйренуге деген қызығушылығын қалыптастыруға ықпал ететін сандық технологиялардың мүмкіндіктерін тиімді пайдалануымыз керек. Сондықтан ағылшын тілін оқыту аудиторияларында цифрлық технологияларды кіріктіру арқылы студенттердің тіл үйренуге деген қызығушылығын дамыту осы зерттеу жұмысының басты бағыты болып табылады.

Кілт сөздер: сандық технология, мотивация, қарым-қатынас, әлеуметтік желі, қосымшалар

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