

Using Kahoot as a tool for teaching Prepositions for Tertiary Level ESL learners

Wasana, W.P. Nethmini

Abstract

The current generation prefers more technology than traditional teaching techniques. This research aims to investigate the use of the kahoot online platform as a tool for teaching and learning Prepositions for ESL learners at tertiary level. This method is discovered to have a beneficial effect on the motivation of learners. For this purpose, the quantitative method was used to gather information. In this study, 40 participants who study first-year English for the Humanities course at the University of Kelaniya participated in lessons on prepositions for four weeks. These participants were divided into two groups as the controlled group and the experimental group and each group consisted of 20 participants. After each lesson on prepositions, an assessment was conducted by using kahoot for the experimental group and the Controlled group was given paper-based assessments after each lesson. A pre-test was conducted in the first week to measure the participant's current knowledge on prepositions and a post-test was conducted in the fourth week to investigate the impact of using kahoot in giving knowledge on prepositions. After the study, a questionnaire was given to examine the perceptions of students about incorporating kahoot to the pedagogical process. After that quantitative data was analyzed using SPSS. The Likert scale was used to analyze data in the questionnaire and a one-way ANOVA was run, followed by Tukey's HSD test, to observe whether there are significant differences in the performance of these groups. The results showed that using Kahoot online games was more effective than the other method of teaching preposition on ESL learners at the University of Kelaniya. Therefore, the students can be taught by using this kind of innovative teaching technique interactively and effectively in ESL contexts. The findings may be shared with teachers to inform how Kahoot online game application impacts the learning of Sri Lankan ESL learners.

Keywords - Kahoot Platform, Online Game Application, Impact, Technology