

“Wegoquiz” to Improve Students’ English Achievement

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Abstract

Pandemic began to enter this country around March 2020. Since then, almost all teachers, students and schools were shocked by the very sudden change. Online learning becomes one of the solution in learning. However, many students could not follow this online learning well. Therefore, the teachers have to be very careful in choosing and planning online learning media for teaching otherwise the result would be dissatisfying. This paper reports a best practice on the use of “wegoquiz” media in improving the students’ English achievement at SMAN 1 Batang Anai. It is a combination of three media in online learning. The three media are learning website with google site, google meet and quizziz. These media were used to the third year students in the first semester of 2021/2022 academic year. The result shows that by using “wegoquiz”, the students’ engagement in learning process is improving a lot. They learned using the website, they attended google meet and they did the quizziz several times. As a result, their English achievement is also improving significantly.

Keywords: “wegoquiz”, english achievement, improved

Introduction

English is a very important subject at senior high schools. It is taught in all levels and programs. The students on the tenth, eleventh and twelfth grade in science, social and language programs learn English as a compulsory subjects. So, nobody at senior high school do not study English.

The purpose of the learning English at senior high school is to develop the students’ communicative competence in interpersonal, transactional and functional discourse (Puskurbuk:2014). In order to achieve this purpose, there are four skills in English communicative competence that the students have to master. They are listening, speaking, reading and writing. Rahelcyntia (2013) says the four skills in English language are Listening comprehension (receptive skills), speaking (productive skill), reading comprehension (receptive skill) and writing (productive skill). Supina (2018) says that these four skills are sometimes called macro skills. Aydoğan (2014) says that the four basic skills related to each other by two parameters, mode of communication and direction of communication.

In order to develop these four skills, the students need to have a qualified learning process so that the students will have a good English achievement. English achievement as defined by Kpolovie (2014) is the students’ ability to study and remember facts and being able to communicate his knowledge orally or in written form even in an examination condition. Sinclair (2003) says that achievement is something which someone has succeeded in doing, especially after a lot of effort.

However, since the entry of the covid 19 pandemic into Indonesia, good English achievement is rather hard to be reached because qualified learning in face to face meeting is sometimes not possible to be held. Online or blended learning has become unavoidable. The new normal era has made the learning mode not permanent. For example, when covid-19 cases decline, schools are allowed to carry out limited offline learning or face-to-face learning. But when the case happens at school, the school must then be

closed again and learning is carried out online. This can happen over and over again. Even when schools are allowed to do face to face learning, blended learning is still needed in that situation. Therefore, teachers and students must always be prepared for this uncertain situation.

Online and blended learning requires online media. This is necessary to maintain qualified learning. Mustakim (2020) says that the use of online media is one of the solutions to make students understand the subject matter well.

In order to maintain a qualified online learning, the government has facilitated teachers and students with official account from google called *belajar.id*. since the beginning of the 2020/2021 school academic year. These accounts are made by the government, in this case the ministry of education and culture, for all students and teachers. This accounts are given to the teachers through the education basic data application. All schools, teachers and students which are registered in this education basic data application get this accounts. The school operator takes the accounts of each student and teacher from the education basic data application and then give them to the teachers and students. Teachers and students then change the passwords that were made by the government or google for them. After changing the password, the accounts are ready to be used by both the teachers and the students.

The accounts have many advantages as compared to other google accounts. One of the advantages of these accounts is that it has a lot of features. Among the features provided are Google Meet, Google Sites, Google Slides, Jamboard, Google Classroom, Google Sheets, Google Docs, Google Forms and so on. Google Sites is the special feature available in this account. Teachers can use it to create learning websites.

In addition to the many features that accounts have, they also have other advantages. Among the advantages is that they have an unlimited capacity drive. The account owner can put as much as data as possible into this drive. And her account will never be full. Account owners can post videos, data in the form of documents such as in sheet form, power point presentations and so on. This account will still be able to accommodate all of those data.

Another advantage is that it is useful for working online. When we work offline and forget to save the data, we may lose it. For example, we can lose the data if there is something wrong with our computer or laptop. We can also lose the data if we forget to save it. Working online in the account's drive can avoid this to happen. Why is that? Because when we work online in our account, our data will be saved continuously and automatically. Rosidah (2021) says that there are five advantages of the accounts. First, the memory is unlimited. Second, there is collaborative feature which allows the users to collaborate with their colleagues. Third, google classroom is linked directly to google meet. Fourth, the capacity of google classroom is for 250 people which allows the teachers to invite students' parents to be the member of the class. Fifth, teachers can import grades in google classroom which makes teacher's work easier. Sixth, teachers can make recording and students can raise hands in google meet. Mulyasari (2021) says that this account has unlimited capacity, google drive of this account has collaborative feature, google meet has recording and raise hand features and there is a free canva facility.

Based on the advantages described above, the use of this account in learning is highly recommended. The writer is really interested in using Google Sites to create a learning website because learning websites are very helpful for students in learning, both face-to-face and blended learning. Learning website is commonly used in learning process. Kir (2013) says that the role of website in learning foreign languages has been progressively increasing as a result of the development of educational technology. Online or blended learning makes it even higher.

For teachers, this learning website provides opportunities to become creative teachers. Teachers can create a very attractive and interesting one for the students. Teachers can include a variety of interesting media such as Canva, Google Slides, videos, flipping books and so on into this learning website. Students can easily access learning website using website links given by their teachers. That is the reason why learning website is used as one of the media in wegoquiz.

Students like games. They can play games anytime and anywhere using their mobile phone without getting bored. Lynch (2020) says that playing games is much more fun than sitting behind a desk and listening to somebody talk. Students can be so engrossed in playing games for a long time. They sometimes forget other things because of playing games. Lynch (2020) furthermore says that a game-based learning experience enables the students to engage with the class and the teacher – this is a much more effective and enjoyable teaching method. That is the reason why the writer used Quizziz as another media in wegoquiz.

Quizziz provides opportunities for students to study or do the exercise while playing. When the students do the exercise on quizziz, it immediately gives scores for the correct answers. Quizziz also provides the students with the correct answer if they fail to answer correctly. Quizziz gives different scores for different speed in answering the questions. The faster the students answer the question, the higher the score the students get. This makes the students excited in doing the exercise or answering questions with a better speed. These facilities enable the students to study independently on their own speed. This is very useful for the students.

For assessment, students do it in the google form provided. The teachers can give a time limit in doing the test. By giving this time limit, the teachers can make sure that the students do the test on time. Google forms are also used to check the students' attendance. From the attendance list filled by the students we can see what time students attend and study the material in the learning website.

That is how wegoquiz combine those media in learning to improve students' achievement. It is used in online or blended learning process. As we know that using proper media is very important for qualified learning. Zhen (2016) says that there are five advantages of using multimedia in learning. The five advantages are arising the students' interest, improving students' self learning ability, improving students' innovative ability, cultivating students' communication skills and increasing classroom capacity. Pupitarini (2019) says that media is expected to make a more effective and efficient learning process in accordance with the purpose of learning.

Methods

This study uses a Classroom Action Research (CAR) design using qualitative and quantitative approaches. In this study, the authors examined wegoquiz to improve students' English achievement. In this case the writer acts as a teacher, an English teacher acts as a collaborator, and students act as objects to implement wegoquiz.

This study was conducted at SMA Negeri 1 Batang Anai and chose class XII MIPA 1 which consisted of 32 students as research subjects. The author chose this class because students of XII MIPA 1 still have low English achievement. Therefore, the author wants to improve students' achievement by using wegoquiz.

The research procedure used in this research is based on the procedure in Classroom Action Research. The research design consisted of two interconnected and continuous cycles. There are four activities that have been carried out in this design for each cycle namely planning, action, observation and reflection.

Result and Discussion

The Reason of Choosing Wegoquiz

Covid 19 pandemic has made a lot of changes in education. One of them is learning mode change. Learning mode is often changed from face-to-face learning to online learning or blended learning and then face-to-face learning again. The teachers must be able to cope with this kind of situation. Especially on media, the teachers must be able to choose the right media for all modes of learning. The media chosen should still be able to be used even though the learning mode often changes from face-to-face to online or to blended learning.

Students need something new in their learning process. As it is known that students are very close to cellphones and games. Almost everywhere they go, they always carry their cellphones with them. And most students really enjoy playing games in their daily lives, especially online games. Why don't we make them learn using things they like to do?

Wegoquiz makes this easy. Students only need to open the learning website using the link provided. They can learn anytime and anywhere as long as they have internet with them. Students no longer have to study only in a room surrounded by four walls. They can still learn when they go out. They can still learn when they visit other places. They can still learn even if they are waiting for someone, for example. They can still learn in various conditions or activities.

Students also like games. Wegoquiz facilitates students with games on quizziz. The teacher can provide several packages of questions on quizziz. The students then do it as games. Quizziz is available in the form of game in doing the exercise. There is a kind of competition when working on questions. The immediate score the students get in quizziz give them more motivation to do the exercise. The extra bonus score for their fast work and correct answer can also encourage them to answer more questions. Competitions and struggles offered by quizziz usually make the students happy doing their work.

Quizziz also provides opportunities for students to do the exercise over and over again. If the students get low score on their first work, they can repeat answering the questions again. If on the second try they still get low score, they can still do it for a third time. If on the third time, the score is still unsatisfying, they can continue for the fourth time, fifth or sixth time and so on until they can achieve the best and satisfactory results. After getting the satisfactory result, students move on to the next package of questions. In this way, the students can master the material well.

Wegoquiz also provides opportunities for students to watch videos over and over again until they understand the video or understand the material in the video. In the video provided, students are facilitated with a dialogue delivered by a native speaker. By watching dialogue delivered by native speakers, students will have a learning experience with native speakers. This will help the students understand how native speakers use their language. This also helps them understand the culture of the native speakers.

Besides the reasons above, another reason why wegoquiz is good to use is that wegoquiz can be used in both online and blended learning or even face-to-face learning. In online learning, wegoquiz is useful to learn independently with learning websites, discuss the lesson in virtual meetings with google meet, practice answering questions with quizziz, study independently using video of native speaker and make videobased on the video they watched. In blended or face-to-face learning, virtual meeting with google meet is replaced with face-to-face learning.

Implementing Wegoquiz

Wegoquiz is applied to the third year students of SMA 1 Batang Anai, in the first semester of 2021/2022 academic year. It was used in the topic of offering help. The following is the explanation on how this media is implemented in the classroom activities.

Google Sites provides several options for creating a learning website. On the front page, there are three features. They are *insert*, *pages* and *themes*. *Insert* contains *text boxes*, *images*, *embeds* and *drives*. *Text box* is used when the teacher wants to write text. There are two options in *images*, namely *upload* and *select*. *Upload* is used to upload images or photos available on the computer. *Select* is used to select images or photos from the drive, select an image from the internet using a URL, search images from Google using Google Search Image or choose photos from your own account if any. *Embeds* has two options, namely *by URL* and *embed code*. Teachers can use this option to add a menu of learning materials from the internet. Another option in *insert* is *layout*. There are six layout options that teachers can use. The writer uses image and text layout in her learning website.

Pages are used to create or divide pages on a learning website. In her learning website, the writer divides it into five pages. The five pages are *Home*, *Video*, *Teaching Materials*, *Attendance* and *Evaluation*. On the first page entitled *Home*, the writer posted a pray before studying, a pray after studying and advices for students. This page is aimed at building students' character.

On the second page entitled *Video*, the teacher posted learning video of offering help which was made by the writer. In the video there is a dialogue between native speakers. There are also sample dialogues with audio of native speakers' voice. There are also examples of expressions offering help, asking for help, accepting an offer and rejecting an offer. There is also text structure of offering help. With this video, students learn independently the material about offering help for one week. On the following week, there is a virtual meeting with google meet.

On the third page entitled *Teaching Material*, the teacher facilitates the students with the material of offering help presented in Google Slides. In Google Slides, the teacher provides the students with some materials of offering help such as meaning, purpose, examples of expressions and dialog samples of offering help. Students review material using this teaching material for one week. All questions are discussed on the following week on the virtual meeting with google meet.

After all the materials in the video and teaching materials have been discussed, students are asked to make a video of offering help. Students can still watch and learn the video of offering help in learning website and use it to help them make their own video.

On page four called *Attendance*, there is an attendance list in the form of a google form that must be filled out by the students every time they study English. This is to make sure that the students are present at the time of English lesson.

On page five entitled *Evaluation*, daily assessment questions are provided. Students do the daily assessment by answering the questions in google form. On this page, the teacher also provides the students with quizziz links. The quizziz packages are prepared by the teacher. The questions in quizziz are related to offering help. Answering questions in this quizziz is done by students for a week before the daily assessment. Students may do the quizziz repeatedly until they master all the questions in the quizziz. The students can do the quizziz once, twice, three times, four times and so on. In fact, all students do the quizziz more than once. This is also part of the task for the topic of offering help. After that, students work on the daily assessment.

The Obstacles in Implementing the Wegoquiz

There were some obstacles faced by the teacher in implementing wegoquiz in teaching and learning process. The obstacles were:

- 1) At the beginning of the class on the first meeting, not so many students engaged in the activity. To solve this problem, the teacher sent an announcement via the WA group. If there is still no change, the teacher then called the students. Usually after being called, students will join the activity.
- 2) Another problem that may occur is that if the students do not have an internet. They cannot visit the learning website. Automatically they cannot study the material. For this problem, the teacher asked the students to study in the school's ICT laboratory.
- 3) The other problem that may exist is that there is no internet network in their location. For this problem, students are asked to find a good internet network spot to study.

The Supporting Factors

The implementation of wegoquiz can be carried out properly due to the following factors:

- 1) The teacher has an account which provide Google Sites to create a learning website
- 2) There is internet to work online

- 3) There is a computer or laptop to create a learning website, make quizziz, attendance lists and daily assessments.

The Impact of Applying Wegoquiz

After implementing wegoquiz on learning process, there are some good impacts that can be reached, such as:

- 1) The level of students' involvement in learning is greatly increasing. Almost all students visit the learning website several times. Some of them do it for hours.
- 2) Most of the students attend virtual meeting with google meet. Only one or two students are not present at the video conference. When they are asked why they are absent, they say that it is because of the internet problem. For these students, it is recommended that they attend the following virtual meeting in the school's ICT laboratory.
- 3) All students answer questions on quizziz. Some students do it several times. All students do it more than once. Even though the score is above 90, for example, students are still eager to repeat answering the questions on quizziz to get better results.
- 4) In the end, because the students' involvement in the learning process is very high, the result of the test on their daily assessment is also good.
- 5) All students watch video provided on the learning website. They watch it more than once. Therefore, the videos made by the students are also good.

The Development Alternative

The author uses wegoquiz to improve students' achievement for the topic of offering help in XII MIPA 1. Wegoquiz can also be used for other topics such as application letters, captions, news items and so on. It can also be used for tenth or eleventh grade students with different topics. It can even be used for other subjects in high school such as Indonesian Language, Geography or History or other subjects.

Wegoquiz is a combination of three learning media, namely learning website with google site, google meet and quizziz. This combination can be developed with Canva, google docs, Smart Apps Creator (SAC) and so on.

For teacher and students, as well as students and students interaction on virtual meeting, google meet is used. Google meet can be replaced by classroom interaction in face-to-face learning.

Conclusion

The covid-19 pandemic has had a huge impact in education. The students are made accustomed to the changing between online and offline learning. Sometimes they can study offline at school but sometimes they have to study online at home. Sometimes fifty percent of them study at school and the other fifty percent study at home. This change can happen anytime. Online, offline or blended learning can be interchangeable without any plan. Teachers and students must be able to adapt with this.

Wegoquiz is used to help teachers and students to cope with the situation. It is used as a solution to keep learning runs well in this unstable conditions. Wegoquiz with learning website using the google site application, google meet, and quizziz helps to continue carrying out stable learning process in unstable condition. It can be used in online, offline or blended learning modes. The switch between those three modes in learning process is not that much of a problem using wegoquiz. Learning process can keep going on despite of the frequent change in the learning mode.

After implementing wegoquiz in learning process, it is concluded that the students' engagement in learning is increasing. This can be seen from several activities. First, all students visit the learning website. Second, most students study learning materials on learning websites. Third, most students watch

videos on learning websites. Fourth, all students work on the questions provided in quizziz. As a result, students' learning outcomes are increasing both in tests and in making videos.

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