

Improving Students' Reading Skills through Jeopardy Games

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Abstract

This study is a literature study that reviews several papers in studying the advantages of the Jeopardy game. This study intended at analyzing the use of the Jeopardy game in improving students' reading skills. The Jeopardy game helps students to read a lot and feel relaxed while learning reading. This game also fulfills five game design criteria, namely fun, educational, promoting English, interesting, and easy to use. The findings of this study showed that the Jeopardy game can be used as a fun way to improve students' reading skills. The Jeopardy game provides a fun and active learning environment. The findings of this study are expected to provide knowledge to teachers regarding the use of the Jeopardy game which is beneficial for teachers and students in the teaching and learning process of reading.

Keywords: Jeopardy Game, Reading Skills

Introduction

There are four skills that must be acquired when studying English, namely listening, speaking, reading, and writing (Majda & Agus, 2019). Further, reading is one of the essential skills of the four existing skills (Ismail et al., 2017). Reading is also a skill that students are expected to develop. Talking about reading, reading is defined as an activity carried out by individual in knowing something (Susilo, 2015). By reading, someone will get information that can be used in all aspects of life especially in education. Moreover, reading also allows readers to have a better understanding of the text or what they have read, as well as expand their vocabularies and knowledge (Hornery et al., 2014). Therefore, reading is a great way for students to broaden their horizons in English by gaining information, ideas, and experiences.

Despite the fact that students read a variety of reading materials and are engaged in reading, they all do similar activities. Students attempt to grasp the text's meaning or idea (Rohman, 2017). This means that they not only engage with the written symbols, but they also apply their knowledge to understand the meaning. Further, the goal of teaching reading to Indonesian students is to help them grasp or comprehend the test material because reading serves as a bridge to comprehension

of the content they read (Mortini, 2017). She also asserts that students' reading abilities are crucially important since they will be able to expand their knowledge.

However, in this case, the students are quickly feeling bored when they have to read a long text and students are also tend to be lazy when learning English since they believe the language is difficult (Suryani & Kareviati, 2021). To overcome this, the teacher must think of the right method so that when reading long texts students do not feel bored and being lazy when learning English. One method that can be used is by giving games. Giving games to students is one technique to develop their talents during the teaching and learning process (Mortini, 2017). A game is one technique that could be applied to prevent boredom in the classroom. (Bakhsh, 2016). Besides being able to eliminate boredom in learning, the game is also very liked by students.

Hence, one of the games that can eliminate boredom and can also improve students' reading skills is the Jeopardy game. According to (Suryani & Kareviati, 2021) the Jeopardy game is a game that can be played individually or in groups, has a simple rule structure so that it can be played anywhere. Jeopardy games are fun games for students and helpful games for teachers (Karim, 2019). The teachers just need a little preparation to play this game. Additionally, according to (Bestiana & Lestari, 2014), the Jeopardy game also fulfills five criteria of game design, namely enjoyable, educational, English promoting, engaging, and easy to use. Jeopardy game can also be used in increasing students' interaction and tracking their comprehension (Min & Mustain, 2017). Even, the Jeopardy game helps the students feel relaxed so they are not afraid to make mistakes and understand deeply how to read text well. In addition, in this study, Jeopardy game is categorized as one of the games that can improve students' reading skills. Therefore, the purpose of this study is to share the use of Jeopardy game in teaching reading and several advantages of using Jeopardy game in improving students' reading skill.

Method

The method used in this study was a literature study. According to (Helmericks et al., 1991), a literature study summarizes and synthesizes the arguments and concepts of other studies to provide a description of the importance of a specific topic or field. There are several steps that must be taken in conducting a literature study, namely collecting data from primary and secondary sources, clarifying data, analyzing data, and drawing conclusions. In the data collection step, the main or primary resources were obtained from studying several research papers related to Jeopardy's game in the field of language teaching and reading. While secondary sources were obtained from books, articles, and journals used to support this study.

Findings & Discussions

The use of Jeopardy game in the classroom can increase students' interest in learning English and also their reading comprehension. According to (Mortini, 2017), the use of the Jeopardy game makes it easier for students to understand the reading text given because they can easily answer the questions given.

Further, there were several implementations found from using the Jeopardy game to teach reading based on (Novilisa, N., Sunara, S., & Rohaendi, 2019). First, the teacher divided students into groups. Secondly, the teacher distributes a text and asks students to understand the text together. Thirdly, the teacher shows the slide that contains questions or clues about the text on PowerPoint. Fourthly, the teacher said that each question has a different score. Fifthly, the teacher commands students to raise their hands quickly and the selected group can try to answer. Sixthly, the group that answers correctly gets points and those who answer wrongly get a point deduction. Lastly, the winning group is the one with the highest score and after all of the questions has been answered; the teacher and students will discuss it together. Furthermore, through this game students will be actively involved in the question and answer session which is carried out because this game is included in a quiz game. The game also helps students to understand the reading text correctly, helps them to remember the content through question and answer activities, and can improve students reading skills.

Furthermore, there were also several advantages of the Jeopardy game in improving students' reading skills. According to (Benek-Rivera & Mathews, 2004), the advantages of the Jeopardy game are engaging students to actively participate in class and take on greater responsibility for learning, create an opportunity for teamwork in class, reinforce student' learning of previously taught course concepts, and bring variation to lessons by providing a fun environment for instructor and students alike. Besides that, the advantages of the Jeopardy game can also be felt by teachers. Through the Jeopardy game, the teacher can review the subject matter before carrying out the final exam. This game can also be used to develop students' LOTS and HOTS (Rusdiyana et al., 2021). In addition, (Bee & Hayes, 2005) mentioned that playing the Jeopardy game is an effective way to stimulate students' interest, reduce students' boredom, and strengthen students' comprehension skills. In the Jeopardy game, students can also choose a free topic and the desired score. Each selected question has a clue. With a clue in the question, students will recall their memories of the text they have read before. In addition, for students, the images displayed in the Jeopardy game are good and attractive. Another advantage found by Simkin (2013). He found that students get indirect feedback during the game. Furthermore, there were two other advantages of the Jeopardy game in improving students' reading skills according to Montolalu (2017) students can understand reading texts well and can recall their understanding when questions containing clues arise.

Those advantages of the Jeopardy game in improving students' reading skills were also supported with another previous study by other researchers. The first study was conducted by (Mortini, 2017) which aims at finding out the effectiveness of learning descriptive reading through the Jeopardy game. The finding showed that teaching reading descriptive text through Jeopardy game to the eighth-grade students of state high school 20 of Palembang was effective. It was also found that the students progressed in understanding the given text. The second study was proposed by (Afifah, 2017) which aimed at investigating how to apply teaching reading using a jeopardy game and investigating how to improve students' reading comprehension in descriptive text through a jeopardy game on students' reading comprehension at SMP-IT Al-Hidayah. The finding showed that the students' reading comprehension was improved. From the finding, it can be concluded that teaching reading comprehension through the Jeopardy game makes students more active, enthusiastic, and not bored when learning reading. The third study was conducted by Eviyanti (2018) which aimed at exploring whether using the Jeopardy Game can improve students' reading comprehension. The finding found showed the students' reading comprehension SMP N 1 Punggur was increased by using Jeopardy game in the teaching and learning process. The result of this study was that students could improve their reading through the Jeopardy game. They can understand the text easily because they read the text while playing the game. The last study was conducted by Nugraha (2017). This study has three aims (1) investigating students' reading comprehension before using Jeopardy game, (2) finding out students' reading comprehension after using Jeopardy game, (3) determining significance of Jeopardy game as a technique for students' reading comprehension. The result of this study was there was a significant improvement of students' reading comprehension before and after using Jeopardy game. It means that the use of Jeopardy game in learning reading can improve students' reading skills.

Conclusions and Suggestions

From those studies, it can be concluded that Jeopardy game was beneficial for students and teachers in the teaching and learning reading process. It is because students can learn and read more in a fun way and teacher just needs a little preparation to play this game. Additionally, this game can also improve students' participation and the teacher can also use this game to review lessons before the final exam. Both of them got the advantages of Jeopardy game itself. Further, by learning reading through the Jeopardy game, students will feel more relaxed and their comprehension will be easier to get. Furthermore, it is suggested to use the Jeopardy game because this game can create fun and active classroom atmosphere. With a fun and active class atmosphere, students will not feel bored. In addition, in the current era, teachers are also expected to develop the 21st century learning skills (4C's skills) in language learning, especially in reading. Therefore, the Jeopardy game is one of the games that can be used because this game fulfills five criteria of game design, namely enjoyable, educational, English promoting, engaging, and easy to use.

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