

The Use of *Quizizz Application* in Online Teaching Present Continuous Tense

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Abstract

The background of this research is online learning that we do from home due to pandemic Covid 19. Not easy for teachers to teach online students just sit down and listen especially in teaching grammar or structure in English. This pandemic forces the teachers' creativity to manage the learning process. In that case, the objectives of this research are to know how the Quizizz application is applied in teaching present continuous tense grade 4.

Keywords : Quizizz, Online Teaching, Present Continuous Tense

A. INTRODUCTION

Structure as a language component plays an important role to support language skills. The students can write English well if they have good competence in structure. Structure is essential to be taught because the students can learn the grammatical rules that are useful in mastering English well.

Many writers of English tense defined tenses. It is done to help the learners to be familiar with English tenses. According to Paul (2005:147), tense marking indicates, to varying degrees of precision, the time when an event occurred or a situation existed. In other words, it specifies the situation's location in time.

Every sentence in English has its structure according to the situation where it is used or the time when it happened. Ur (1996:75) states that a specified instance of grammar is usually called a structure. English tense is an expression of the time at, during, or over which a state or action denoted by a verb occurs. Gari (2012) also argues that the basic tenses in English are present, past, and future. English also has perfect tenses (present tense, present perfect, past tense, past perfect and future tense, future perfect) and progressive tenses.

There are sixteen tenses in English (Azar, 2002). They are separated into four groups. They are present tense, past tense, future tense, and past future tense. The present tense is used to talk about repeated action and general truth. It is divided into four types; simple present tense, present continuous tense, present perfect tense, and present perfect continuous tense. Past tense is used to describe things that happened in the past or things that were true in the past. It is divided into four types: simple past tense, past continuous tense, past perfect tense, and past perfect continuous tense. Then, future tense is used to describe something that will happen in the future. This tense is also divided into four types: simple future tense, future continuous tense, future perfect tense, and future perfect continuous tense.

The present continuous tense is used to express an action that occurs at the time of speaking or can be used to express the future time to explain a plan. The time signals are used now, right now, at the moment, at the present, today, this morning, this afternoon, this evening, etc. The present continuous tense or progressive tense is a tense that indicates the activities that are being done or are in progress. Azar (2002:13) points out, that the present progressive (Present Continuous Tense) expresses an activity that is in progress at the moment of speaking. It is a temporary activity that began in the past, is continuing at present, and will probably end at some point in the future.

Structure constitutes an important component of language study. Many students are good at speaking and or writing but they aren't aware of the structure. By using structure, a learner can construct sentences. The structure plays an important role in creating any kind of ideas that can be communicated to whomever. Next, the structure of a language functions to make a language

meaningful. Therefore, structure cannot be ignored in studying language because it makes the speaking opponent understand what the speaker says. Undoubtedly, the structure is a wide study that has many aspects about the role of using language. The structure explains sentence patterns. In structure, students can find any concept of using tenses in English. Furthermore, through structure students can get important rules of using tenses, prepositions, adverbs of frequency, and so on. It can be said that the structure of a language covers all of the grammatical rules which have important functions in constructing sentences.

Since structure has many aspects, teachers should find a way to teach the topic with fun and interesting, especially in doing the exercise. It is no secret that learning grammar can be boring. Not only are they boring for native English speakers, but they are also repeated year after year – something that can be quite redundant. Learning structure in this research case is grammar is necessary, but for most of the students, grammar is boring. Grammar is like an enemy for them. They think grammar is like Math that needs rules that are hard to remember to solve the problem. When the students were learning grammar, some of them were grumbling, or they would just be quiet with no response when the teacher asked them something. Relating to the situation of the students in the classroom while learning grammar, the thesis writer decided to find a new technique to teach grammar, so the students wouldn't be bored, feel motivated, and enjoy grammar learning.

The thesis writer used use *Quizizz application* for students to do the exercise. The students were enjoying themselves without any pressure. Because they can find some fun things while they are doing the exercise. Such as music, memes, the speed, and the leader board which they can see who leads the class and see their position as well.

Quizizz application can be an option for teachers to create interesting and fun activities to teach Present Continuous. During this pandemic, the school learning is done online. Teaching through online learning is challenging for some teachers. Teachers have to prepare a variety of methods and techniques to teach a subject that is effective during e-learning. The use of slideshow, videos, pictures, games, and online generators to create quizzes are things that teachers can use to support the teaching.

Quizizz application is one of the applications for online-based learning. Zhao (2019) stated that the *Quizizz application* is one of the game-based online educational tools, an interactive multiplayer online game-based platform, an easy-to-access platform for students, and an effective platform to save learning times. Additionally, according to Zhao (2019), the *Quizizz application* is a fun and engaging educational application, which means applying a concept learned while playing, which is the main attraction of the *Quizizz application* itself. The use of Quizizz application 2 as an online learning medium can motivate students to learn. This is supported by Zuhriyah and Pratolo (2020) who stated that the students belief *Quizizz application*

is a fun and attractive tool. Then, the *Quizizz application* can push their self-confidence; also, the *Quizizz application* makes students more motivation and increase their ability to learn English. The data above proved that the students think the Quizizz application can motivate them to study the language. Findings from Basuki & Hidayati (2019) showed the students' opinion that *Quizizz application* is better than Kahoot! with scores of 15.002 (*Quizizz application*) and 12.248 (Kahoot!) based on their experiences on both online platforms.

Other thesis writers have already researched the students' views on the use of the *Quizizz application*. Chaiyo & Nokham's (2017) research showed that students perceive Kahoot and Quizizz applications as supporting the learning process, it also can increase a student's concentration, engagement, enjoyment, and motivation. Thus, the results agree that Kahoot and Quizizz applications enhance the learning experience. The research conducted by Fakhruddin & Nurhidayat (2020) showed that the students have a good perception of the implementation of *Quizizz application* in learning; they enjoyed learning grammar, and they were interested in their learning activity. As stated above, the use of *Quizizz application* is considered more effective and makes students more active.

Hence, the *Quizizz application* has been chosen by some teachers in many educational places. There is some concrete evidence that many teachers in various education sectors use the Quizizz application. Dewi, Myartawan, Swari, and Sugihartini's (2020) research shows that in ESL classes, teachers employ the *Quizizz application* to give an evaluation test. Anggraini and Taufiq (2021) report that the *Quizizz application* was used as an assessment instrument to measure the student's abilities. Besides, the *Quizizz application* also affects the way teachers deal with students' anxiety during exams. Supported by Pitoyo, Sumardi, and Asib (2019), the *Quizizz application* is one of the preferred platforms for students to reduce their anxiety while taking exams. Most of the students were interested in doing tests with the *Quizizz application*. Therefore, teachers must have a strategy to create something relevant to the students' interests. Hence, the chance to achieve a learning objective will be more feasible. In addition, gamification elements are essential to be involved in the learning process to engage students' motivation. Research about The Use of *Quizizz application* in Teaching Present Continuous is one of the online platforms used for language learning at Primary Schools. In this research, the thesis writer wants to know if it is possible to teach English in a modern and fun by using the Quizizz application, especially with online learning.

The main duty of a teacher is teaching. The definition of teaching is very complex. According to Brown, “teaching is showing or helping someone to learn how to do something, giving instruction, trying to help students learn something, and making them understand the knowledge that they have learned.

Brown gives another definition of teaching since it deals with learning itself and cannot

be defined apart from learning. He says “ teaching is guiding, facilitating, learning, enabling the learners to learn, and setting the condition for learning” (Brown, 2000:7). In other words, in the teaching process, the teacher does not only provide necessary information for facilitating the learners, but also guiding, motivating, and counseling the learners to understand the lesson.

Teaching can be done face-to-face and online. Teaching online is the most common teaching method used during the pandemic. Teaching online not only delivers the materials through any kind of media or method, but also guides the learners to do the right things, motivates them based on their needs, and counsels the learners to understand the lesson and to learn from their mistakes and others as well.

The media used in teaching must be according to the conditions of schools, and students, and the selection of media must be adjusted to the objectives of learning. Ayuningtyas (2011) stated that the “ purpose of utilizing media in the learning process is to streamline and streamline the learning process” .

Advances in ICT, this process made possible by providing online teaching facilities through the internet and electronic media. The concept of ICT-based learning like this is better known as e-learning. E-learning or electronic learning is now increasingly one way to overcome the problem of education, both in developed countries and in developing countries. Many people use different terms with e-learning, but in principle, e-learning is learning that uses services and electronics as tools. E-learning is indeed a relatively new learning technology in Indonesia. To simplify the term, then electronic learning is shortened to e-learning. This word consists of two parts, namely e” which stands for 'electronica' and 'learning' which means 'learning'. So, e-learning means learning by using assistance services and electronic devices. So, in its implementation, e-learning uses audio, video, or computer equipment or services a combination of the three. The formal definition of the term e-learning is given by several experts, among which are widely adopted are opinions Harley, who stated that e-learning is a type of teaching and learning that allows the delivery of teaching materials to students by using Internet, Intranet or network media, and computer. Meanwhile, according to the Learn Frame e-learning, also called TB-Learning (Technology-based Learning) is a system of education that uses all electronic applications to support teaching and learning including computer networks (Internet, Intranet, Satellite), electronic media (audio, tv, CD-ROM) (<http://www.learnframe.com/2019>).

Quizizz application is one of the online platforms used in the learning process. Quizizz application itself is described as a web tool that can be accessed through *www.Quizizz application.com* which has superior characteristics over the other online learning media. Quizizz application makes students more focused without breaking their concentration during the quizzes. Even more, they just need to focus on their device because the questions and answer options appear only on their device but keep track of the time. Then, by using the Quizizz application,

every student does not have opportunities to cheat because the questions and answer options are randomized. Therefore, each of them will get a fair result. In short, the Quizizz application perhaps has a host of benefits to make students more motivated. Tools like the Quizizz application can help students enjoy and continue doing the tasks that they usually would not. Quizizz application has been used as a learning media during the language learning process in many educational places. It has been proven by many kinds of research on the implementation of Quizizz application in language learning from various places as the thesis writers showed up in the previous chapter.

Quizizz application can help the teachers to measure the student's understanding of the material. Besides, another function of the Quizizz application is to enhance the students' motivation to study language because it makes the learning process distressful.

B. RESEARCH METHOD

A research method used in this study was Classroom Action Research (CAR). Classroom action research was focused on the immediate application, not on the development of theory, not upon general application.

C FINDING AND DISCUSSION

At the first cycle the thesis writer assessed the students' ability in using the Present Continuous Tense. This meeting is plan one to conduct the lesson before using the Quizizz application which the teacher actively dominated the teaching process.

In the cycle second cycle, the thesis writer determined the material and arranged the lesson plan as a guide in teaching Present Continuous tense. The lesson plan describes the session of the title, which grade, learning aims, learning objectives, value/characters, activities (Time allocation), resources, assessment, and lesson evaluation. The lesson plan consisted of 4 main activities. Starter ideas, main teaching ideas, Conclusion.

The discussion in this section is based on the use of Quizizz application as an online media in teaching and how is Quizizz application possible to be one of the online media in teaching present continuous tense. The findings of this research confirmed that the Quizizz application is applicable in online classes and is possible to use as an online media, especially in teaching online classes. The difficulties that both the teacher and young learners were facing are listed as follows:

First is the internet problem. Internet connection has been one of the major issues during online learning. Some days the internet connection was good, some others it was not. This caused problems in delivering knowledge. The online classes which were conducted only 40 minutes per session were affected by the slow internet connection. Nonetheless, the teaching-learning process could still go on. The second is the device problem. Having a mobile phone or a laptop is nowadays a must for online learning. Unfortunately, three students out of twenty-three had

connection problems. Instead, they could do the Quizizz application after class. Most of the students, experience an enjoyable learning process. This media enhances students' language skills such as learning Present continuous tense. Since the focus of this research is the Quizizz application, it is important to know the scope of the application of Quizizz in improving students' mastery of the present continuous tense.

D. CONCLUSION

In the light of research findings and discussions in Chapter IV, the thesis writer can conclude. Quizizz application is applicable for online classes. The Quizizz application is a popular teaching method that has proven suitable not only for on-site classes but also for online classes. The application of Quizizz application for online classes is convenient, effective, and fun. Students aged ten to eleven experience an enjoyable learning environment. They have the opportunity to be involved actively and freely in the teaching-learning process. furthermore, the Quizizz application enhances young learners' self-confidence in learning present continuous tense. Related to the student's mastery of the Present Continuous Tense, it is verified that the Quizizz application is to be one of the online media teachings. According to the assessment results without the Quizizz application and with the Quizizz application students in the 4 A class showed the differentiation in the present continuous tense which means using the Quizizz application showed better results.

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