

Developing English Language Skills Through Educational Games in Early Childhood

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Abstract- It is very important to teach children English as a basis for the development of their language skills. One of the crucial aspects of this process is vocabulary development. To support more interactive and engaging learning, a technology-based educational game is designed to expand children's English vocabulary. This game is made using features that are adjusted to the child's cognitive development, such as illustrations, visuals, audio, and interactive animations. The purpose of the game is intended to inspire children to actively learn and strengthen their memory of new vocabulary. The results of the initial study show that the use of this educational game can significantly increase the number of vocabulary understood by children, when compared to conventional learning approaches. So, these educational games can help early children learn English, creating a positive and sustainable learning atmosphere.

Keywords: Educational Games, Language, Early Childhood

1. INTRODUCTION

Young children are the early phases of a person's life where rapid physical and mental growth occurs. "Early childhood" is a term related to babies. Early childhood undergoes a very early stage of physical and mental growth and development. Many aspects such as moral, social, motor, emotional, cognitive, language, and art all develop during childhood. During this period, the growth and development of the child will be affected. front, so it's very important to pay attention to it. A person can experience developmental delays or developmental disorders if this phase is neglected. This can have a negative impact on children's abilities, including language skills. The golden age, which is also referred to as the early stage of development, has a significant influence on the later stages of development. Things like morals, art, during early childhood development, religion, social, emotional, motor, cognitive, and language develop. Therefore, it is very important to pay attention to its development. If this stage is not well taken care of, it will inevitably have a negative impact on its own development. The development of the language is an example. From birth, babies can hear and respond to other people's voices and language. In this situation, the child actually begins to acquire vocabulary, which he then uses to speak. Language is the main way to communicate in everyday life. If children don't have good language skills, they may have trouble communicating their thoughts, feelings, or needs. Therefore, learning a language from an early age is essential, including their native language and foreign languages like English. They will be better prepared to meet the demands of an increasingly globalized era if they learn to learn English from a young age. Early childhood boys often lose attention and do interesting and innovative things. As a result, the approach to teaching English vocabulary should be designed to attract children's attention. As a result, children should enjoy learning vocabulary. It is also related to the development of modern times. Children must be proficient in English as this will help them interact with others in the future. It is very important to have enough vocabulary for the development of children's ability to communicate in English. It can start with related vocabulary, as terms, names of body parts, fruits, and animals. Kosata is a component of language that is related to the use of words when speaking. The more vocabulary a child has, the better they speak. Educational games have the ability to blend entertainment with learning. Because they make learning English more interactive and fun, this medium makes it easier. They have the ability to learn creatively and actively, which makes them more engaged in the classroom. The purpose of this study is to create, develop, and use educational games as a useful learning tool to improve children's English skills.

2. METHODS

This study uses qualitative research to reveal that qualitative research is research carried out with researchers who are instruments in the research. Qualitative research is describing a phenomenon with in-depth study and does not use statistical analysis to obtain research results, but uses empirical data analysis that can describe a phenomenon or problem. Using empirical data, the objective of qualitative research is to provide a detailed explanation of the events available. The data sources for this study include literature on educational games and English vocabulary development, including books, research reports, and scientific articles.

The choice of literature study method is based on the possibility of gaining a deep and important understanding of the research subject, but not directly engaging with the subject. Because this study is observational and analytical, the participants are literature researchers and not direct subjects. This method is used to gain a deep and important understanding of the function of educational games in the educational process. Conceptual diagrams and illustrations can be used to explain the development of English speaking skills in children of age. data sources used in research on educational games played by children and English vocabulary.that To collect data; and using real data analysis with reference to relevant literature. to determine the results of the research. Content analysis is the analysis or study of literature. This study collects and examines existing literature data on the use of educational games in the context of improving children's English vocabulary. It is hoped that the results will provide new insights into more effective methods to improve children's vocabulary in English.

2.1 Early childhood

Generation Z, who is in the midst of the ongoing industrial revolution 4.0, needs the ability to use information technology and computers in their lives. Information technology and computers can be used as tools to improve a child's language game skills, including foreign languages., such as phone games and educational games, is one of the ways information technology and computers are used to teach children English vocabulary.

To ensure Early childhood education is an education designed to help early childhood develop optimally at the early stage of development by aiding physical, emotional, cognitive, behavioral, social, spiritual, linguistic, and communication development, and helping them communicate well.

Language development is an important component for early childhood development because of language. is how they communicate on a daily basis. Communication without language will inevitably be hampered and the information conveyed will also be less clear. Communication is the process of sending information, ideas, ideas, opinions, and feelings to someone different. Children in the golden age, or golden age, are a very potential period for language development, i.e. from the age of seven to seven years. This period is also a very sensitive period for people to use language. As a result, the development of the language must be monitored since.

2.2 Educational Games

When children use English vocabulary, they can significantly increase their vocabulary. they. in 2019, it was associated with a narrative phone game, while Hasbullah's research was linked to the Computer-Based Flashcard Program (CFP). Both studies show that games that use information technology and computers can help children expand their English vocabulary.

Games should be combined with learning approaches and resources aimed at improving children's vocabulary in English. This is because playing is something fun for children. If conventional media can only be used to play in the classroom and on the field, then current innovations can be made using modern media such as computer screens or smartphones.

The underlying factors of English educational games can be used to improve a child's English vocabulary, such as: the child is playing, the child is not focused, the child is very interested, and the child is at a developmental stage where they can learn something that is researched by using educational games centered on classroom activities. How games can be used in the learning process is the goal of this qualitative research. The results show that educational games can increase children's interaction and interest in lessons, so games are very effective in improving children's English vocabulary. This research also shows how important it is for teachers to supervise the use of games so that learning runs well and smoothly.

2.3 English

English to expand children's vocabulary, observation must be made first. The results show that although teaching and introducing English vocabulary to children has been done, this method is still less effective. This can be seen from the approach to the game used by teachers, which is less innovative but still not varied. One example is a game that helps students learn the use of English vocabulary related to picture cards or objects in class. As a result, children become bored and uninterested in recognizing and learning English vocabulary, so they lose vocabulary. fast. One of the most efficient methods in maximizing aspects of early childhood language development is to teach children vocabulary through games. that vocabulary mastery is the key to language development.

If a person has a large vocabulary, they will be better at language or communication. Therefore, introducing and teaching vocabulary to children, starting with the most basic vocabulary they often do, can help optimize their language development.

because English has been taught or introduced, the introduction or teaching of vocabulary is effective. Previous research has largely addressed the idea that games They also discuss how effective English games are in helping early childhood acquire English vocabulary. As a result, researchers will collect various publications on this topic.

3. RESULTS

Early childhood, or young children, is an important phase in life, Early childhood has a high probability of becoming a friendly and successful person in the future. As a result, creating a learning method that is interesting and in accordance with the child's nature is very important. For example, use creative media such as games to teach children English vocabulary. Education is one example. It is hoped that children will remember more easily in this way using the vocabulary they learn every day.

Children in the early phases of life, which last from 0 to 8 years of age, experience very rapid development and need support from adults to support their physical, mental, and social growth. The importance of early childhood education (PAUD) in child development. Early childhood education can be formal education, such as in kindergartens or playgroups, or non-formal education provided by parents and families. According to some experts, PAUD aims to promote the importance of early childhood education (PAUD) in the development of children to build good character, so that children can grow well in the future. Optimizing children's language growth depends heavily on their interaction with the outside world. Although children's language skills are present from birth, this development will get better as they get older and the number of stimuli given.

Overall, this study provides a solid basis for considering the role of educational play in the overall development of English speaking skills in early childhood. By combining various learning elements, educational games offer a variety of interesting and entertaining ways to help with English language education goals at an early stage of children's development. Educational games can help children gain confidence in using English when they are in a calm and fun environment. It improves children's speaking skills because they learn without worrying about making mistakes or being judged.

3.1 The Importance Of Mastering English

English is now the language that everyone in the world today has. As more and more people interact internationally, English is becoming a more common lingua franca. Therefore, it is very important to start using English vocabulary from an early age.

Here are some reasons why it is important to learn English early:

Golden Age for Learning: Early childhood is in the golden age, where the Brain has an excellent ability to absorb new languages. Children have an easier time grasping pronunciation, language manners, and vocabulary.

Improves cognitive skills: mastering two languages (bilingual) helps train children's cognitive functions, such as crisis thinking skills, problem-solving, and multitasking. ini also strengthens memory and concentration.

Opportunities for a better future: English is a global language spoken in schools and around the world. With English language skills from an early age, children have wider access to global education and future careers.

Build self-knowledge: Children who are proficient in English from an early age tend to be more confident in communicating, especially in a multicultural environment or when interacting with strangers.

Getting to know other cultures: learning English opens the door for children to understand other cultures through songs, books, movies, and interactions, thus expanding their perspective on the world.

Makes it easier to learn technology: most technology and digital information use English.

Practice communication skills: English language skills help children improve their reading, writing, speaking, and listening skills, so that they become a provision in social and academic interactions.

3.2 The use of English educational games to expand children's vocabulary

In addition, games can be used as a useful learning tool., often referred to as educational games. Several factors that encourage the use of English educational games to improve included: Play Phase: Children are in a phase where play is their primary learning method. Low Focus: Interactive methods, such as games, are more appealing to children because they tend to be less focused, High Sense of Curiosity: Children are eager to Tahu.divided into two groups. The first group played video games from the official British Council website, while the second group used a conventional learning approach. The literature-based qualitative approach applied in this study shows that only using conventional teaching approaches can make children bored quickly. Therefore, when choosing a game, the teacher must look at the time and the material. In addition, games should not be used too much and should be appropriate to the student's development, the topic being taught, and their interests. However, using games presents challenges such as noise and disorder in the classroom. Therefore, the role of teacher learning supervision

is very important. the use of electronic games to evaluate whether the chosen game can help early childhood children learn English by teaching them English vocabulary. An experimental method was used in this study to measure children's ability to communicate in English. Before and after the study, there is an assessment. One hundred children from private kindergartens were involved in the research. Two control groups and two experimental groups each were then formed from them. In addition, the findings showed that the post-test difference between the control group and the experiment was statistically significant.

3.3 Benefits of Educational Games in Vocabulary Development

Learning while playing: Early childhood tends to be more active and easily bored if learning conventionally. This educational game makes the learning process feel like playing, so it is more attention-grabbing. Visualization and interactivity: Games usually feature pictures, sounds, and interactive activities that help children understand and remember new vocabulary more easily. Fun repetition: Children can repeat the game without feeling burdened, so that vocabulary is strengthened through consistent repetition. Encourage independence: Children can learn independently with the help of interactive games, which allow exploration without full attachment to teachers or parents. Increase Motivation: Elements such as scores, prizes, and challenges in the game can increase children's motivation to learn more vocabulary. It can be concluded that English educational games can help children in improving their English vocabulary. In addition, English games can increase children's interest and interaction while learning, which means that the introduction of English vocabulary will be more effective. However, the use of English games must consider the material, time, ability level, and peculiarities of the child. This can be achieved by teaching English vocabulary to children about the things closest to their lives. This will make the game interesting and not easily forgotten by the child. By considering differences, language development, and early childhood language acquisition theory, English educational games can certainly help improve English vocabulary.

3.4 Types of Educational Games for Early Childhood

1. Game Matching

Example: matching an image of an object with a corresponding English word (example: an image of "apple" with the word "apple").

2. Sound-Based Games:

Children hear English words and are asked to choose pictures that sesuai. ini help in developing listening skills.

3. Puzzle Kata (Word Puzzle):

Games like arranging letters to form simple words in English

4. Interactive Digital Flashcard:

which is equipped with vocabulary pronunciation soundsto stimulate hearing

5. Role-Play Or Simulation Games:

Children role-play while using English vocabulary (example: playing the store by using nouns such as "milk," "bread").

6. Storytelling-Based Games:

A game that combines simple English stories with easy-to-follow vocabulary.

4. CONCLUSIONS

Early childhood has a unique development. which is fast. They are not the same as other stages of development. During this period, various developmental components underwent major advancements, including language development. All aspects of development include language development, including the ability to speak spontaneously, follow instructions, and respond. Therefore, it is important to support and strengthen children's language development accurately. As English is now becoming very important and needed, it is important to teach English to very young children. Proper and successful methods are needed to teach and introduce English to children. It is highly recommended that early childhood start using the available vocabulary. Educational games are designed by considering the nature of children, the theory of acquisition of language development and the language of young people. English games are the best way to teach kids English vocabulary. Children will not be bored and more interested in learning it. Creating new games, which can be educational games, considering differences, language acquisition theories so that children do not get bored of recognizing or learning English vocabulary, and early childhood language development It is one of the methods to overcome the failure of conventional learning methods. helping early childhood acquire new vocabulary in English.

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